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Heartland... Rescue On Fractalus... ACE... Stainless Steel... Tujad

WIN A YEAR'S WORTH OF T-SHIRTS... ROGUE TROOPER COMPO... 128K HARDWARE SPECIAL

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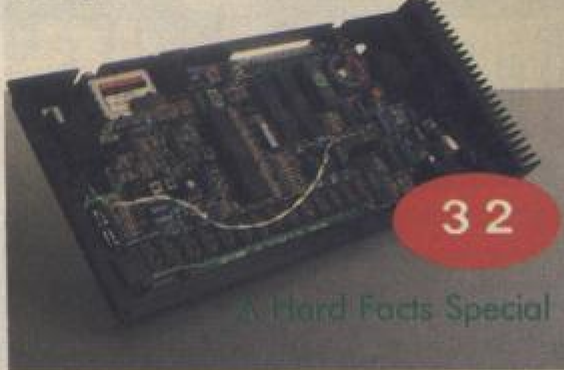
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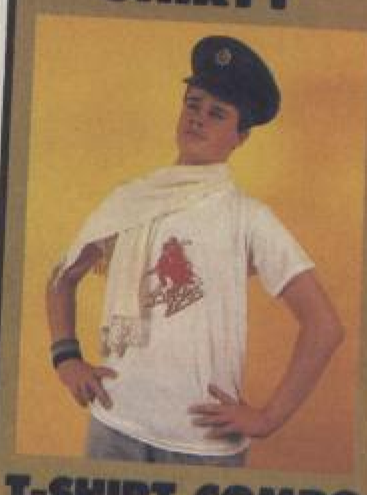
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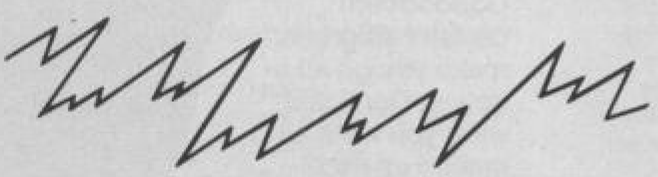
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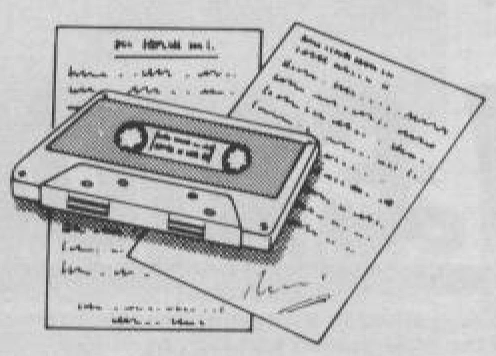
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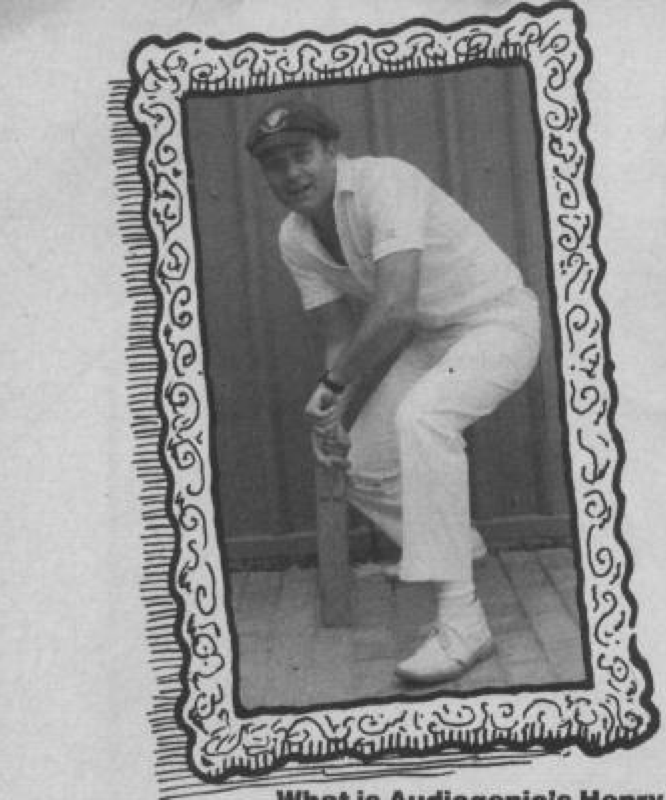
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YS.10 86

...all quiet on the Western FRONTLINES



What is Audiogenic's Henry Smithson up to? Ha, we'll have to get to the Botham of this.

Churchillian Pop Groups No.1



We have nothing to offer but Blood Sweat 'n' Tears



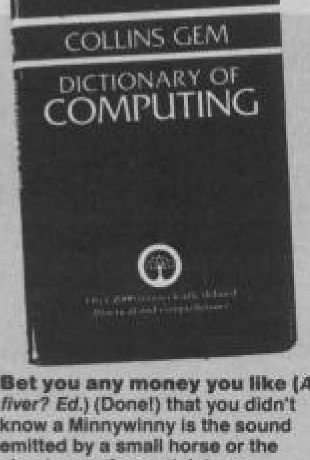
"Go on, stick 'em up. Come on and fight, yer cowards. Okay so I left my facepack on but what the heck." If you've always fantasised about coming face-to-face with a Samurai then dream no longer 'cos the reality is here — woweee! Blood, vengeful warriors, Eastern mystery and decapitation — it's all here in FTL's (Faster Than Light to you at the back with the balaclava on) *Samurai Dawn*.



HUNKY

Oooooooh! Doesn't Magnum make you go all a-quiver. Don't you wish you were as macho as that? Beef up your Speccy with this lurve-ly futuristic Magnum joystick from Mastertronic. For around £12 it'll help you get to grips with your games as well as give you something to get your hands round.

• Remember the Reader's Survey? Remember the Crossword question? You said "Give us a crossword," (*Here's a cross word. Damn. Ed*). We say "Okay". Keep your eyes crossed for next month!



Bet you any money you like (*A fiver? Ed.*) (Done!) that you didn't know a Minnywinny is the sound emitted by a small horse or the slang name for a miniature Winchester Disk. Ha, thought not. Worra 'bout Execution Address then? Yup, Death Row or maybe it's the address of the start of a machine code program. Well there are over 2000 of them there computing terms in the Collins Gem Dictionary Of Computing just waiting for you to absorb into your grey matter (no, not your dirty Y Fronts, your brain). It's a snip at £1.95.

There's only one major omission from its exhaustive list of computer terminology — the word Trainspotter. How could they do it? Shock, horror, desparation! Perhaps they'll now be known as the Lesser Spotted Trainspotters.

WIN £1000

Micronet and PHAB (the organisation that promotes a better understanding between the able-bodied and the physically handicapped) have joined forces to find a piece of eductional software. The search will be run as a competition and entrants must produce a program aimed at increasing the awareness of society to the problems encountered by the physically handicapped. All programs must run on totally standard configurations and be clearly marked with your name, address and target computer.

If you're interested, send your entry in, with user instructions, by November 30th 1986 to PHAB Compo, Micronet, 8 Herbal Hill, London EC1R 5EJ. It's a great cause and you could win £1000 — now that's PHAB!



• How would you like your steak Sir? Through the heart. Out for the Count. Fangs for the memory! Why did Dracula stop smoking? 'Cos he couldn't stop coffin'. What's a vampire's favourite drink? Bloody Mary. Here's a game you can really get your teeth into — *Nosferatu* by Piranha. And guess who's the star character.

GESUNDHEIT

Uchi Mata (bless you) is the new judo simulation program from Martech. In it you can, for a measly £8.95, practise such great throws as Uchi-mata, Tomoe-nage, and O-soto-gari (my, you have got the sniffles!) not to mention Suzuki, Fujifilm, Yamaha and Sushi... Ah so!

AVAILABLE ON •DIGITAPE•

Psssst! Wanna free technical screwdriver and azimuth correction program? You do? FAB! 'Cos Digi'T'ape has just informed us that if you buy this month's tape, containing all the super programs in this issue, you'll get these items free, gratis, no charge and for nothing... you, er, do have to pay for the Digi'T'ape though.



"Spock listen 'ear, have you heard about Beyond's new game based on Star Trek?"
"Sounds highly illogical to me Captain."
"That's what I thought but Lieutenant Uhura is getting a funny sensation through her headphones."
"I would assume Captain that the most likely cause of this unusual phenomenon is Dr McCoy."
"It's being programmed by an earthling called Mike Singleton. Spock, are you listening?"
"Two pepperoni with extra dill and two cokes but hold the ice. I just love drive-ins don't you Jim?"



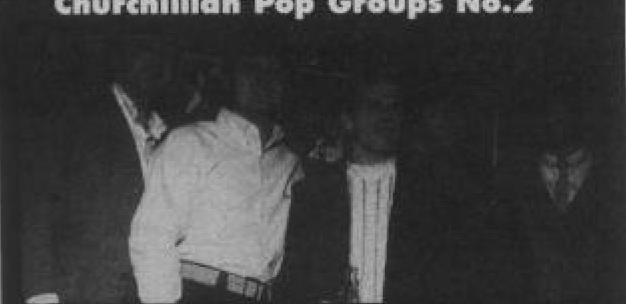
WOW

Win your wildest dream! Win your very very own trainspotter as portrayed in purest Plasticine and perpetrated by master mapper Mischa Welsh on the cover of our Trainspotter's Guide. All you have to do is answer this simple question: What was the Mallard, and how fast did it go? Answers on a postcard puh-lease. Dag nab it!

AND DOUBLE WOW

Coming next month! The very biggest compo ever ever in your cuddly YS ever... well, ever since the last biggest compo ever. But this really is. Yep. Buy next month's fabby issue for full startling details. Yes indeedy.

Churchillian Pop Groups No.2



We shall fight them on the Beach Boys

WORRA HE-MAN!



He Editor. She T'zer. And there's the Castle Rathbone cat... Actuellement it's US Gold's big new licensing deal with Mattel for He-Man And The Masters Of The Universe. Butch or what. If you've always hankered after that He-Man look — bulging biceps, gripping hands and thick taut thighs, then here's your chance. Protector of the weak, champion of the poor and advocate of the oppressed — he's pretty knackered most of the time.

You have to help He-Man, Battle Cat, Teela, Man-At-Arms and Orka in their fight against all the black, spooky gruesome evil forces abroad in the world.

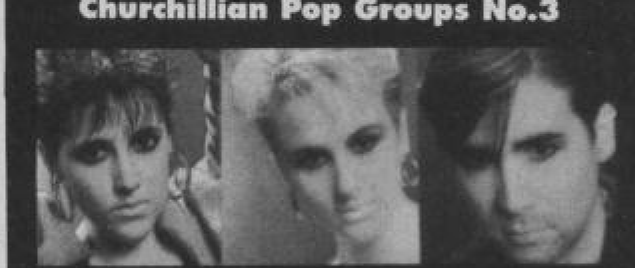
He-Man should swagger onto your Speccy next month as both an arcade and an adventure game so get your bullworker out now — but beware groin strain!



When you get a shock
From your Speccy's screen
What ya gonna use?
STATIC BUSTER!
From Integrity Systems
It diverts the charge
What ya gonna pay?
£49.95 actually but try getting that to rhyme with buster.



Churchillian Pop Groups No.3



Never in the field of Human League conflict

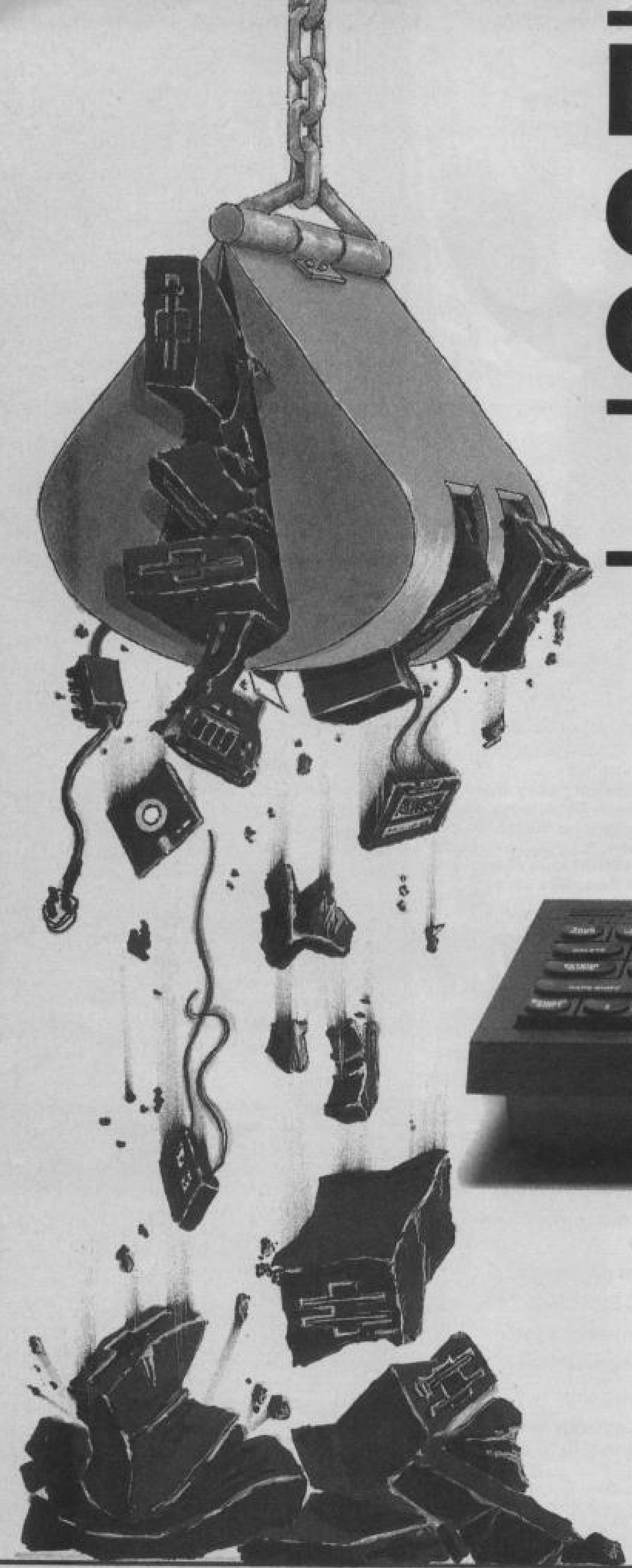
T'zers...

It was a hot and sultry day. The air was still and nothing stirred around me. I gazed wistfully across the meadow (well, the YS office actually), a crystal tear sliding down my cheek. Suddenly, a dark horse and rider appeared on the horizon, his mane flowing over his lithe body — I do wish the Ed would get his hair cut. He'd come to tell me that it's T'zers time again.

A shrill high-pitched sound broke the silence. I grabbed the heaving telephone, trembling as I spoke, "Hhhh-ello." "Hi there, it's Richard Tisdall from US Gold." I swooned. Could this be news of new US Gold games? "Hey, there are simply millions of things I want to tell you if only I could find the words. I'll come straight to the point. US Gold has licensed some really big arcade games for Christmas.

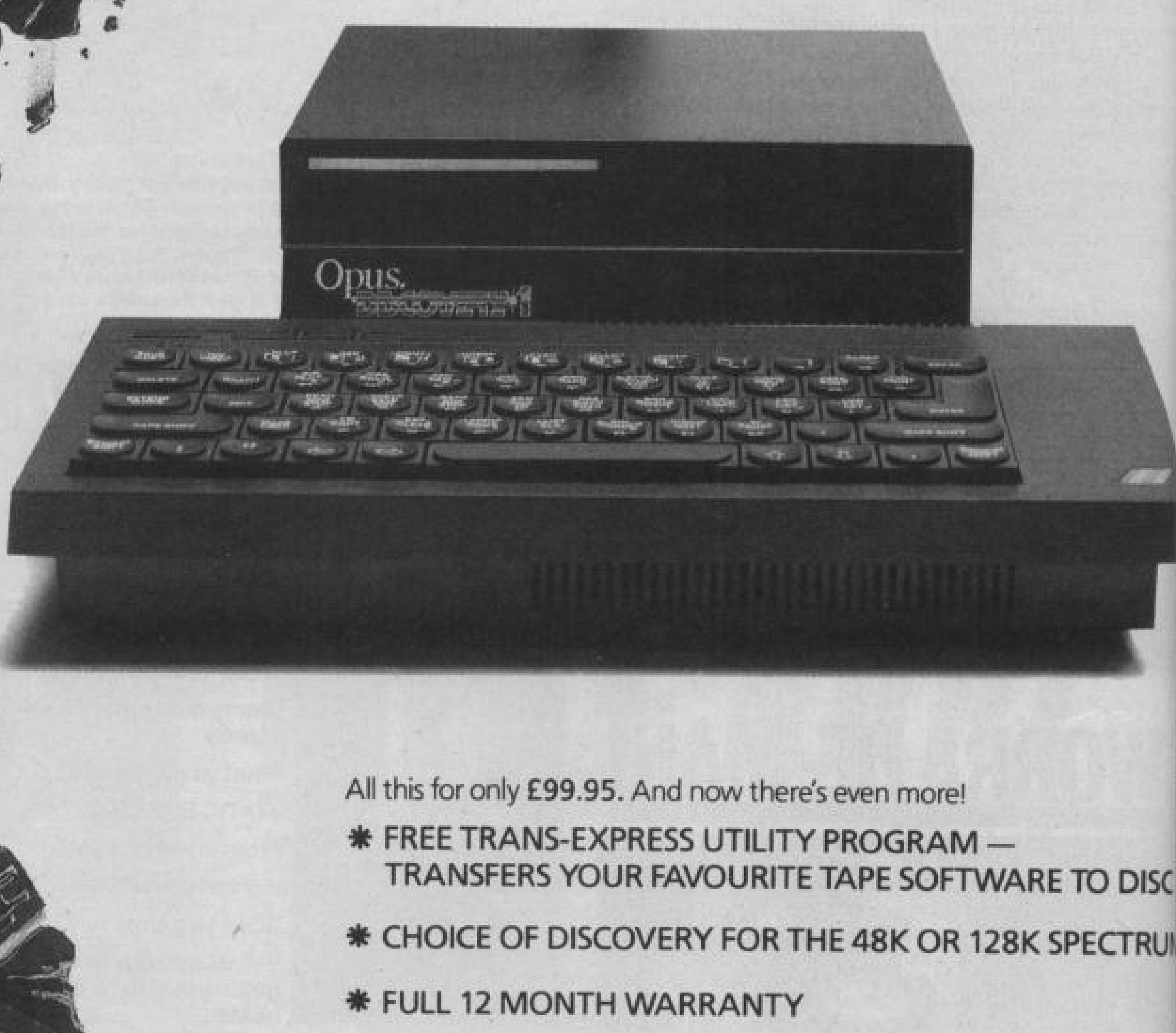
"First of all, there's **Gauntlet** based on the successful arcade game. You've got to survive monster attacks for as long as possible whilst trying to find food, treasure and magic potions. And what's more there's even a two player option. Other licensed products are **Express Raider** and **Breakthru** from Data East and **Xevious** from Atari. US Gold is also launching **Infiltrator** and two Epyx titles **World Games** and **Super Cycle**. And don't hang up on me yet 'cos I've got more. There'll be an adventure called **Kayleth** based on the American Isaac Asimov science fiction magazine. And last but not least we'll be marketing Vortex's new game, **Revolution**. Phew!" It was everything I expected and more.

I replaced the receiver and breathed a sigh, struggling to pull myself together — now where did I leave my arm? It was then that I first set eyes on him . . . Tall, dark and handsome. He was tall anyway. His manly torso filled the doorway. He approached me tenderly and our eyes met — well, they would've done if he hadn't been wearing a crash helmet. He whispered my name. My pulse quickened. Boom-bang-a-boom. Yes, it was the bike messenger with news of Argus's new products. I couldn't believe it. Things like this only happened in Bills and Moon. On the Lothlorien label there's **World War I, Circus Maximus** and **Roundhead**. **World War I** is an icon-driven game about, no prizes for guessing this, World War I. Dakka, dakka, dakka. **Circus Maximus** gives you the chance to play at being Ben Hur in your own living room (I'd much rather play with Charlton Heston myself) and **Roundhead** is set in the civil war and features the fracas between the Cavaliers and Roundheads. Mind Games is launching **Grange Hill,** knicker elastic and peashooters all round, and on the A'n'F label there'll be an all action shoot'em up called **Colony** and a kinda space age shove 'alfpenny, **Xenon**.



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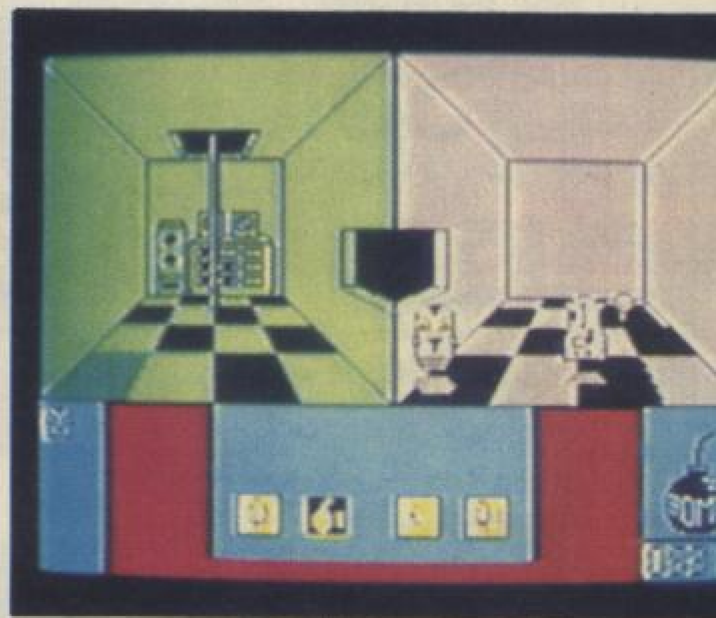
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DEACTIVATORS



Being Head of Security is a pretty dull job — most of the time. Y'know, checking the doorman's not an imposter, supervising the garbage collection to make sure nothing important gets binned... then bingo, one day you're evacuating the whole building and sending in the droids. A bunch of international terrorists have planted time-bombs all over the building. Jeez, at least it's a varied job. Lucky the security cameras are still working, 'cos we can control two droids at the same time. Something funny's going on though. Why have different rooms got different gravities all of a sudden? And why do the cameras keep rotating? This all makes it very difficult to deactivate the building.

Ah, we're getting too old for this job. Maybe we'll just drop the controls and drive a long way away... You take over. See if you can do any better when Ariolasoft puts the controls of *Deactivators* in *your* hands sometime in October.



l'Affaire Vera Cruz...



Eet wars ze most baffling crame of ma career. A young femme lay on ze Axminster, as morte as your ten shilling note in a pool of blurd. Sacré Cour! Eiffel Tower! Ka-nock me ovair wiz a fethair! On zis main screen to 'elp solve ze crame are windows and clues, activated ba touching ze objets d'room in question. Quel intrigue! Quel originalité! Zen, after thorough sifting of ze evidence at ze scene, we get on ze computer and try to draw some conclusions about ze killers.

Infogrames is a nouveau software house in zis country, having been recently shipped, avec duty frees, from ze land of ze legless frogs, naughty shaped bread et Jean-Michel Jarre. *Zis is a superb crime solving grame.* (*Shouldn't that be game? Ed.*) Huh, what about us grames? It combines elements of *Ze Fourth Protocol* wiz a bit of ze straight adventure gaming.

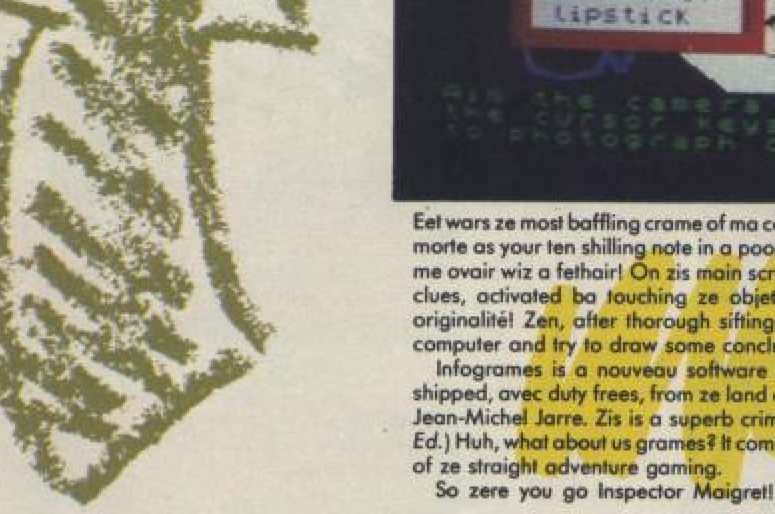
So zere you go Inspector Maigret! Put zis in your pipe an' fume eet.

• Scrolling games are definitely going to be flavour of the month very soon. Time for two.

W.A.R.



War is a dirty business. In Martech's forthcoming megashoot-up you get to find out exactly how much so. It's a fine scrolling combat game and even from the rush copies our spies sneaked a peek at, it promises to be one helluva sharp shoot 'em up. Skimming the Space Cylinders looking for droidians is the name of the game. You loop around and around until you've destroyed them all, then you can dive down the communication tube to the next cylinder. If you thought that you'd seen a detailed moving backdrop before, then cock a snoot at the affixed spy shot. The screen scrolls very smoothly indeed, making it a high voltage thrill powered dust-uparama. Wow!

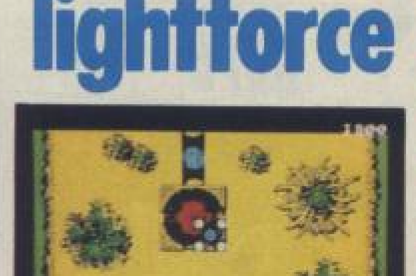


Earth woke up this morning with that post-nuclear-winter-civilisation-looking-for-an-old-world-weapon-to-save-it-from-an-alien-invasion blues! Yep, after the Earth was wiped out in 2086, things were pretty quiet around here. After a few centuries the new race had established itself, and everything looked hunky dory. Then those ruthless reptile types blasted their way out of the sky. Earthmen needed a weapon to fight back.

So they sent Tal looking for an Anti-Rad Combat Suit. A spelling mistake later, this became the storyline behind Palace Software's *Antiriad*. And it doesn't look at all biad!

ANTIRIAD

lightforce



The new arcade label, Faster Than Light, from Gargoyle Games bursts forth in a blaze of Lasermation. Its first game is the super scrolling combat game, *Lightforce*. It has all the things unrelenting shoot 'em up fanatics really enjoy — big sprites, satisfying explosions and fast aliens in abundance. The background's in colour, unlike *W.A.R*, but the scrolling technique is a little jerkier. The game wasn't exactly finished when we saw it, but the demo moved like a dream. Nippy-noo-naas!

H O C K S !!!

Strike Force Cobra

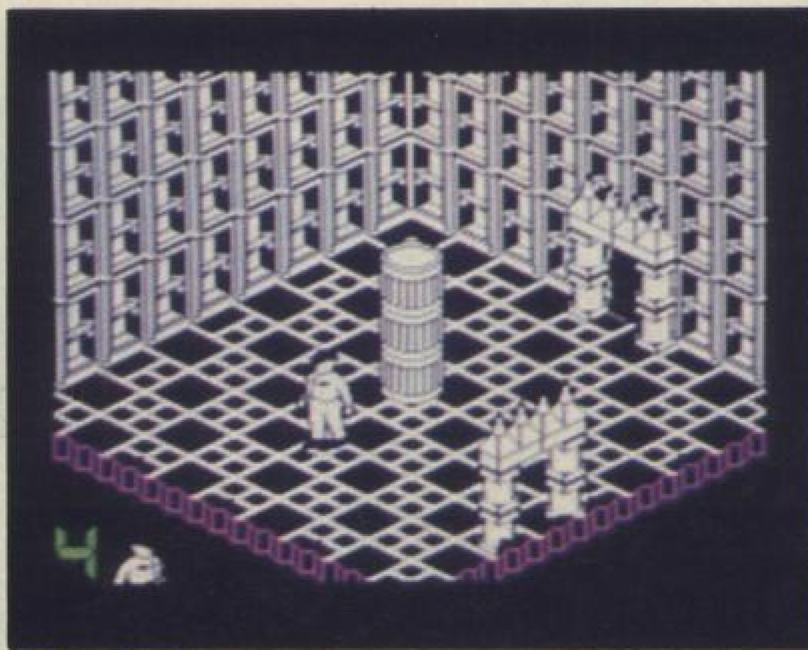


S'funny. Didn't *Frontlines* just see a game called *Strike Force Harrier*? And another one called *SAS Strike Force*? Crikey, why don't they just call them all *Strike Force Strike Force*, and have done with it!

This is definitely 3D-a-mundo, with a big maze, and walls that go all transparent when you can't see over them. You can jump through the little windows to see into more rooms, and kick down doors to clear the area of all those nasty daleks and evil bowls of cereal'n'stuff.

Piranha's *Strike Force Cobra*'s a sort of 3D version of *Saboteur*, with a soupçon of *Impossible Mission*. You must penetrate the computerised defences of the complex and get to the central computer. Once you've found it, you have to guess the nine digit code that'll halt the destruction of the world! The stakes are high; fortunately the hostages you'll pick up on your way have a number each committed to memory.

Frontlines has that funny feeling that *Strike Force Cobra* could be one of the best games called Strike Force since the words Strike Force were considered hunky enough for game titles!



NEXOR

This game was originally called *Nemesis*, but as there are already four or five games called *Nemesis* (not to mention a comic book) coming out, Design Design thought it'd rather stand out from the crowd and call its new game *Nexor*.

The Andro-bots are invading the Nexor complex, the ultimate weapon. You are the sole survivor (the last flatfish?) of your race and so the only thing between the murderous hordes and Nexor is... you!

City slicker



Slick slithers around the city sizing up the sights. But it looks as though his trip round the metropolis in Hewson's new release *City Slicker* is about to turn into something of a whitewash. Stop the pigeon... mee meee! Peooooooooooow!

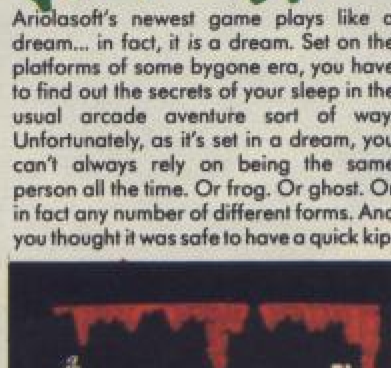


FIRELORD

Cue sound of coconuts on a sod (grass, silly)... ker-thud, ker-thud. Neigh, whinny. Taah daah! Sir Galaheart, the knight that runs a lot of errants, has arrived. The peasants are revolting (yes, aren't they) and Sir Galaheart must rise from this lowly level through the grades of Serf (square deal?), Squire, Lord and Overlord to the ultimate Firelord. Cut. Wonderful dahlings. Should make a beautiful trailer for Hewson's new game *Firelord*.

Camelot Warriors

Ariolasoft's newest game plays like a dream... in fact, it *is* a dream. Set on the platforms of some bygone era, you have to find out the secrets of your sleep in the usual arcade aventure sort of way. Unfortunately, as it's set in a dream, you can't always rely on being the same person all the time. Or frog. Or ghost. Or in fact any number of different forms. And you thought it was safe to have a quick kip.



And if that isn't satisfying enough for you, go and buy a Mars Bar. Okay, how about trying this for size — Bug-Byte is bringing out **Miami Dice**. Ger-oan. It's basically a load of crap — no, no the dice game.

37,24,5 . . . Hut hut hut! Watch out for Mind Games' **American Football** which is being re-released on the cheapie label. After hearing all that I knew it would never be the same again. I had to tell him that we must part. "On yer bike, sunshine!"

Then it hit me . . . Room 10. I remembered those carefree, heady times. Ah, he was sleek and lithe like a leopard — yes, he had spots. But what he hadn't told me was that CRL is releasing a game called **Room 10**. It's a bit like a two player ping pong in 3D but it's got split screen views of either end of the court. CRL is releasing others too — **Academy, Dr What, Bugsy** and **Cyborg**. When it's that good you never really forget.

I've never been the same since — constantly slipping into daydreaming and boy, were they Electric Dreams. Which brings me very nicely to the new releases. Go all weak at the knees with **Tempest** based on the arcade game, feel good'n'dandy with **Dandy The Dauntless** and look out for **Explorer, Wardlock, Star Raiders II** and **Alien II**.

I couldn't bear the waiting any longer — I'd call him. OI YOU!!! It was no good, he couldn't hear me — well he did live in Manchester. I'd have to use the phone. My hand trembled. A deep, sexy, husky voice answered — it had to be a wrong number. Was my heart destined to languish in the telephone exchange of life? No,it was Gary from Ocean. Well, at least he could tell me about Ocean's new releases. **Nightmare Rally** is a surreal car rally game in which the car flies through space — weird — and by all accounts it's going to be good. There's also **It's A Knockout** which is based on the TV series . . . could this be Ocean's joker? If you're feeling athletic there's Imagine's **Tennis** which features doubles — completely unique on a Spectrum Tennis simulation.

Sudddenly, I started. Well, I had to start sometime. Phil rushed in where Eds fear to tread — the YS office. He clipped me to his manly breast. I clipped his ear "Guess what?" he gushed in deep pants. I've told him to buy a new pair of trousers but does he listen? "Elite is bringing out the coin-op conversion of **Space Harrier** by SNK." My bliss was just about to burst. Yeuch. "And the arcade conversion of **Ikari Warrior** . . ." Maybe things were looking up." . . . and **Scooby Doo!**" My mood of gloom and despondency disappeared. I skipped home with a new lightness in my step. I rushed into my bedroom — he was sitting on the bed. I caressed his warm and furry chest and from that moment I knew — I'd never leave my Teddy at home again.

Teresa Maughan


SPECTRUM 48K
Konami's
TENNIS!
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LETTERS

EVERY ONE A WINNER!

WRITE TO: *YOUR SINCLAIR*, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS Badge

CUR-TAINS

Dear Ed or should I say Cur,
Sorry I don't like calling people Sir unless they are genuinely entitled to it so I misspelt it.

I am a 50 year old idiot who has never played with a computer at all until 12 days ago when I suddenly found myself with a Sinclair QL and a ZX Spectrum (48K) to play with.

So, I went out to buy a mag and bought a copy of August YS and it almost reduced me to tears. (Only almost. We must be doing something wrong. *Ed*)

First off your biggest compo ever is the biggest load of drivel I have read in all my 50 years — a child of 2 could answer the questions and I would not lower myself to send in an entry. (*After all, it might be fun and that would never do! Ed*)

Next, I tried to load *The Trainspotter Game* into my QL and loaded the short Data Program okay. But when I came to load the main prog I had trouble. I got to line 50 and my QL would not accept it. It threw it out as Bad Line. I tried a dozen times. No go. Can you help?

Also, can you explain some of the language used in these mags as there are probably many idiots like myself who know sod all and they probably would throw your mag on the tip and not bother to buy another (like me perhaps). Could you explain terms like Basic Loader, Hex Loader and so on.

Being new to computing I could carry on for dozens of pages asking damn silly questions but I won't.

John M Thomas
Warley, W Midlands

Okay, let's have a look at your damn silly questions. I'm afraid the silliest is the one about The Trainspotter Game. *Er, I don't know how to break this to you but it'll take you a very long time to get it up and running on the QL, like forever — it's a Spectrum game and the two machines are totally incompatible. (Pause for a quick cry.) Now for the language in the mag. To help you out, I've drawn up a small dictionary for you to refer to whenever you come across a word or term you don't understand:*
Basic Loader — a loader in Basic.
Hex Loader — a computer generated egomaniac.
Hex — a word that rhymes with sex.
Mega — v. big, I mean v. v. big, so big in fact that it's absolutely mega.
T'zer — wahay
Sam Fox — wahay
Wahay — T'zer, Sam Fox etc
Compo — a bit of fun with big prizes
Sam Fox — a bit of fun with big...
Bumpry — see YS7
Trainspotter — see Trainspotter award
Trainspotter Award — award for Trainspotters
*Easy innit! **Ed***

ADRIAN DROLE

This has gone far enough! I claim a Trainspotter Award for spotting a muff! Listen to this from issue 8:
The Flying Dutchman
Haunting story of Holland's ghastly ghost ship turned into an interminable opera by Richard Wagner ... eh? I read on... later to find fame and fortune with the telly programme, Hart To Hart!
Ha... I laughed out loud. Richard *Richard*... What a load of berks you are at YS. His name is Robert Wagner.

Oh by the way, I didn't mean that the Deputy Ed was a berk. In other words, T'zer (xxx) wahay!

Adrian Proctor
Glasgow, Scotland

*Oh, so you laughed out loud did you. Couldn't be 'cos it was a joke, could it? No course not. Silly me. Course, you missed the really funny bit of the story — there still aren't any confirmed sightings of Street Hawk and Knight Rider. So much for Jacques Cousteau's reports from the Ocean. **Ed***

WEEK AT THE KNEES

I love it, I love it, I love it. It's weird, it's wonderful, yes it's Wally Wally Wombat in his new comic strip with all his relatives, Tom the punk, Dick the out of work layabout, Harry the hippy, Herbert the baby, Wilma and the cat... or is it a dog?

A right good tale! (*The cat's or the dog's? Ed*)

Barry "I can complete *Ghostbusters*" **Farrell**
Bolton, Lancs.

*A right good letter. I love it, I love it, I love it. **Ed***

SOFTCAT'S WHISKERS

Just thought I'd drop you a line regarding your recent review of *Animator 1* in *Your Sinclair*. Although the reviewer made some valid points and some praise — in general he gave the impression that it was an awkward, fuddy duddy programmer's utility which would remain awkward even after using it for a while. That was a wrong impression to give. *Animator 1* users would disagree and our mail shows that users really start to enjoy using it once they get into it — about a week!

Worse still is the complete contradiction it makes of our forthcoming marketing campaign. *Animator 1* is soon to be launched on probably the most commercially orchestrated campaign for a utility, with a new packaging idea, an ad spend to rival games and a general approach to the "fun" aspect of graphic creation — I know there were some nice comments in the review but in general you've just given us a harder job. In short, we disagree that *Animator 1* is "a devil to use" — and so do our customers!

Softcat Micros
Macclesfield, Cheshire

I'm sorry you felt that Max's review was unfair but Animator 1 hardly took a pasting. All reviews have to look at a product's limitations as well as its positive aspects. After all, we are judging a product on its merits not its marketing campaign. But Max's is just one opinion — now let's hear from the true judges of any piece of software, the YS readers who've put a product through its paces. How do you rate Animator 1? ***Ed***

VIVA E SPANJE

Do you ever test the programs printed in the pull-out pages?

None of the programs worked on my friend's IBM PC, my uncle's Commie 64, and my grandma's ZX81.

Is that your fault or do I have to use another telly or cassette?

Martin van Spanje
Heemstede, Holland

*Nope the blame is entirely your own — well, if you will have a friend with an IBM and a relative with one of those other things. And I thought Holland was a civilised country! **Ed***

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



Sinclair secrets from Mischa Welsh and Stephen Hill of Dudley.

LETTERS

A PUNCH UP THE BRACKETS

I (being myself) wish to (would like to) if it's not too much trouble (and I bet it is) complain (make a lot of you very unhappy indeed) about the sudden (well not that sudden but it caught me where it hurts) demise in standards of your magazine (comic). We (us buyers) have been forced to read a large amount of adult literature. This pornographic (show us your grotties) material should be halted (stopped) at once as it is very offensive (gets on me ear lobe).

Also there has been a large increase in pictures of a certain lady in absolutely repulsive positions (standing up was one of them). *(I do hope you don't mean me! T'zer)* This is enough to make my food go the wrong way up my alimentary canal.

The use of words like pervy and spotty bottoms should be published in magazines that look after people who like looking at sheep's naughty bits. *(Farming Today? Ed.)* Your *Sinclair* (Playbeing) should halt this infringement of the English language at once as it could give my granny some funny ideas.

Yours offended but who gives a monkeys,

David "not again I thought you were dead" **Wilson**
Peterborough, Cambs

PS Only joking

PPS How long is a Spectrum's gestation period?

*An epistle like this (a scrappy bit of old scribble on blotting paper) is sufficient (s'nuff) to make an Editor (yours truly for one) relinquish (chuck up) his brackets ((((())))) and become an auto-didact of the English language (learn to talk proper). But not me! **Ed***

WREXHAM WRETCH

Dear Orc,

I think you are being grossly uncouth towards the very lovely Teresa Maughan (kiss, kiss) in your grotty little "Bet that Foxed you" compo. She's much better than a page three girl and does not have to take all her clothes off (wheeee!) to be so!

Anthony Mayers
Wrexham, Clwyd

Dear Sir Kind Ed,

I take back all those nasty facetious remarks I have ever made about you. I think you are the best thing that's ever happened to this mag. All those "others" are just hanging onto your pig-tails, I mean coat-tails, sponging off your many successes and generally holding you back from all the great things that you could achieve without them! If I were you, I'd show 'em who's boss around there, and give a couple of them the sack to liven the others up! There's been too much skiving and slacking from 'em lately!

Anthony Mayers
Wrexham, Clwyd

TRAINSPOTTER AWARD



Are you all complete and utter duggies I asked myself when I read the *Rock 'n' Wrestle* review. All them big numbers! Derr! That plus that = 36! No. Wrong! 34 actually. So come on YS — don't use Ed's brain again as a calculator. One Trainspotter Award please.

M Jacobs
Doncaster, S Yorks

*The trouble is, I'm solar-powered. And sun's the last thing that's likely to touch my pale and delicate skin stuck in the slime pools of Castle Rathbone. Now if you'd all like to club together to send me off to sunny Spain for a stint I'm sure I'd come back fully recharged. And then I'd like to see someone call me a complete and utter anything and get away with it. **Ed***

Dear Ed (or Dep Ed — kiss)

Due entirely to my extremely generous and highly forgiving nature please find enclosed my long withheld 'but I couldn't resist the urge' subs form and 15 quid (sob). My wallet may never fully recover from the shock!

Of course, you knew all along that I wouldn't be able to offer any resistance once I'd seen that "stunning" August "colour" pic of T'zer with her 'come and get it*' big brown eyes *(They're blue! T'zer)*, charismatic charm, efflorescent smile and an incandescent aura, didn't you?

Anthony Mayers (but T'zer can call me Tony) *(Hi Tony. T'zer)*
Wrexham, Clwyd

*I mean YS. What did you think I meant?

*I wonder if by any chance this could be the same Anthony Mayers? **Ed***

THE EYES HAVE IT

I know that I'm just an "old" mum (being over 30 years) but I do enjoy the reviews and articles in YS. Could you do a favour for all us "nearly OAPs"? Please don't print over grotty, garish pictures! In the August '86 issue both the previews were ruined for me by eyestrain. I just about struggled through page 20 but then came the horrors of pages 76 and 77 — very sorry but I just gave up (with spots before my eyes!)

Please remember us oldies and keep the print simple!

Stephanie Carr
Blandford Forum, Dorset

*As you point out, there was a minor "mistake" on the Price Of Magik review. But the problem wasn't the pic or the printing as most people thought. No, it's just that we forgot to include a free Lenslok with every issue so you could unscramble the letters. Well, we have to be careful — you can never tell what goes on in the piracy of people's homes! **Ed***

GIMME GIMME

Dear the small print section of that super fabaroonee mega humungus hipsters mag *Your Sinclair*,

Will you send me a copy of *The Planets* as I can't afford one?

Simon Minter (aged 12)
Wellington, Telford

PS Please?

PPS Please please?

*No! **Ed***

I've tried nearly every possible way to find Mikie. I've sent away (no reply), I've looked in shops (sorry, sold out), I just can't find it. Please can you send me a copy?

Shaun Asner
Frettenham, Norfolk

*Definitely no! **Ed***

OKAY I S'POSE!

T'riffic! Great! Fab! Wa-hay! Smart! Tidy! Excellent! Phantasmagoria! Whoop-e-doo! Absolutely Fantastic! Unheavy! Magic(k)! Zarjaz! Amazing! Unbelievable! Good!

At last *YS* has published a decent program at a manageable length with no mistakes. I am, of course, referring to *The Trainspotter Game* in YS7. Well done! Keep it up!

Kenneth McCuday
Perth, Scotland

*You can't please all of the people all of the time but when you make someone this happy, well it brings a tear to the throat and a knot to the... um... tie?... of even the most hard-bitten editor — and I have the Hard Bitten Ed of the Year Award on my desk right now. Hang on though, what do'you mean by "At last YS has published..." At last?! You'll be sorry. **Ed***

TWIST 'N' SHOUT

This is my formula for getting a letter in your mag:

I have written 23 times... blah blah!

Hi! Richard! I'm in YS!... blah blah!

Adverts are rubbish!... blah blah!

T'zer is brill!... blah blah!

(Have you been snogging the blah-ney stone? Ed)

Complain complain!

So, taking those into consideration, here is my letter...

Jonathan Twist
Westhoughton, Bolton

*Er no, here's your letter. Fold A over B and tuck, repeat with C and D. Open window, estimate wind speed and atmospheric conditions, judge angle of ascent and throw. Ner. Didn't even make a v. good Concorde clone. **Ed***

HOLEY BATMAP!

At least three rooms are missing from your Batmap. On level 1 in the right corner, the room under part five is much bigger and there is another room up north which contains a double jump pill. And after you've nabbed the Batbelt turn right and you enter a sort of double room, then go down and you'll find yourself in a room with a Batsignal and a speed pill. Now rush straight ahead in a long blue room. And then on the map you should enter a three way room. Don't. Unless you have dynamite in your Batbag and blow a hole in the wall in the green room with a conveyor belt and elephant's feet and the like. The room only contains two doors and that's a fact. The next room you enter is the one on the map.

Anders Näslund
Docksta, Sweden

*Hang on, let me get this straight. Turn left, right, second left, past the blue room, right at the traffic lights, opposite the town hall, right... or was it left? Oh, blow it, you have a go. **Ed***

LETTERS

FIRST CLASS

We the undersigned from Mark Devlin's year at school hereby proclaim that Spectrum will rule over the Commies for the next 10,000 years. We are also unanimously agreed that Mark Devlin should be returned to the loony-bin he escaped from. (By the way, his favourite game is *Thro' The Wall* — a Speccy game, of course).
Craig Gallacher, Dianne Gallacher, Andrew Dolan, Mark Devlin (only joking!) **Craig Douglas, Steven Halliday, John Stuart, David McKay, Neil Forsythe, R Murchie, David Brodlie, Kenneth McAlpine, Calum Donald, Eric Andrew, Stuart Brown, David Toner, Colin Cotter, Paul Snodgrass and 14 others.**
Troon, Scotland.
PS I only forged one signature!
PPS I managed to persuade two C*m*i* owners to sign this but I can't reveal their names.

And so the curse of YS strikes again. No Commie owner is safe. Now even his friends at school have turned against him. All he can really hope is that one day people will forget. Forgive never, but maybe forget. Even if that means moving to another part of the country, adopting a new name and false identity, living on nettle soup and dandelion leaves, only going out when it's dark, wearing a false nose and beard and having your mum embarrass you by telling all your friends about your "problem". Let it be a warning to anyone else who wants to take on the might of YS. You too will be Marked with the sign of the Devlin! ***Ed***

AN IMPORTANT ANNOUNCEMENT

For two years I have, without fail, purchased three computer magazines, *Your Sinclair, Cr*%S, S*$%&!r U!&r.*

I have now reached the point where I would like to make an important statement. Your magazine is by far the best design, compelling reading and features the most accurate news and reviews than either of your counterparts.

But as I am not one to talk behind other people's backs, I have also sent an exact copy of this letter to the other two magazines.
Howard Carlisle
Horsforth, Leeds

Bet they don't print it though! ***Ed*** *Oh, I bet they do! Try reading it again.* ***T'zer***

CONCED OUT

I hereby demand that you strip John D Taylor of his train-spotter award (YS7) — what a lot of twaddle! — why don't you ask a Concorde pilot... Brian Calvert for instance — see his book *Flying Concorde*. He will tell you that Concorde passes Mach 1 in the *climb* at 29000 feet, at which time the speed will be 675 mile/hr or 301.76 metre/sec and in the *descent* at 37000 feet at which time the speed will be 665 mile/hr or 297.28 metre/sec — see for yourself.

So neither of you got it right!
Les Lee
Whitton, Middlesex

So, it could be said that we both made a right Mach up of it. ***Ed.*** *It could but it wouldn't be funny.* ***T'zer***

DEJA VU

I was flicking through a copy of an old computer magazine that I only ever bought twice. It was *ZX Computing* from way back in April/May 1984.

Suddenly I saw that one of the writers was called Peter Shaw.

Please please tell me, is it Troubleshootin' Pete?
Justin Taylor
Newton Abbot, S Devon

Yes. But he's since learned to live with the shame! ***Ed*** *I'm just hoping that in a couple of years time no-one remembers that I worked for YS!* ***T.P.***

CUT GLASSES

I have a complaint. In *Frontlines* of the August '86 issue there was a pair of 3D glasses for the readers to colour in and cut out. I followed the instructions and when I tried them out I couldn't see a thing.

I have enclosed the glasses for you to try out and if you can make them work I shall promise to buy every copy of YS and become a regular reader of your mag.
Scott McKellar
Port Glasgow, Renfrewshire

Okay, let's have a go. Red on the right, green on the left. Crikey, it's all gone dark. Looks like you've got a duff one. I'm rushing a replacement pair to you right now. Only then will you be able to appreciate the full curvaceous glory of YS. (Especially the Ed's stomach! ***T'zer****) Till then you'll just have to hang around (or rather aflat).* ***Ed***

STUCK ON T'ZER

Dunno why you gave us free stickers 'cos I can't really award myself a Number 1 Hacker one, nor a trainspotter and as for Hex's Heroes, I couldn't score a single point on *Space Invaders!* But one sticker that really fits me is... I LOVE YS.

I wouldn't mind one that said I LOVE T'ZER either, but you can't have everything.
Wayne Lyster
Gosport, Hants
PS Give my love to T'zer, pleeeease!

Aaah, ain't he cute. I just lurve the lyrical way you wax, Wayne. ***T'zer.*** *Pass the sick bag, Alice!* ***Ed***

OH, BOGNOR

I hope that T'zer enjoyed herself at Stalag 14, er I mean Butlins and I hope she comes back to Bognor next year.

The real reason I'm writing is to plead with you never ever to stop printing machine code listings for the sake of us unemployed Speccy owners. (Note to the readers – an unemployed Speccy user is the one you push past on the budget section of Boots whilst on your way to buy the latest Elite, Ocean or Ultimate game. He or she is usually involved in a complicated form of maths called "Will my Giro stretch to one Mastertronic title or not?") Seriously though, *YS* has saved me pounds with the brilliant listings you print. After all, who needs *Spindizzy* or *Rockford's Riot* when they can play *Bubble Trouble* or *Rock 'n' Roll*. *(Not so loud. The advertisers might hear! Ed).*

So, in reply to Dave Shortman, yes people do type in the listings and many (myself included) learned programming by typing them in. Okay, it's a slow process but it's worth it. It took me five and a half hours to type in the code for *Bubble Trouble* but what a game. Incidentally, I used the hex loader *(Er yes, sorry 'bout that – we forgot to print one yet again. Ed)* from *Supercharge Your Spectrum* as it allows me to enter 400 bytes at once instead of eight bytes as your ones do – when you print them!
Jon Rose
Bognor Regis,
West Sussex

Hmmm, bit unfortunate really, receiving your letter in an issue where Program Power has had to give way to our Hacking Away special on Elite. But back next month though with a real cracker. ***Ed***



The Sugar seat of power by Mischa Welsh and Stephen Hill of Dudley.

SMALL PRINT

Where has Troubleshootin' Pete gone to? If he comes back sack him!
Stephen Todd
Bangor, Co. Down

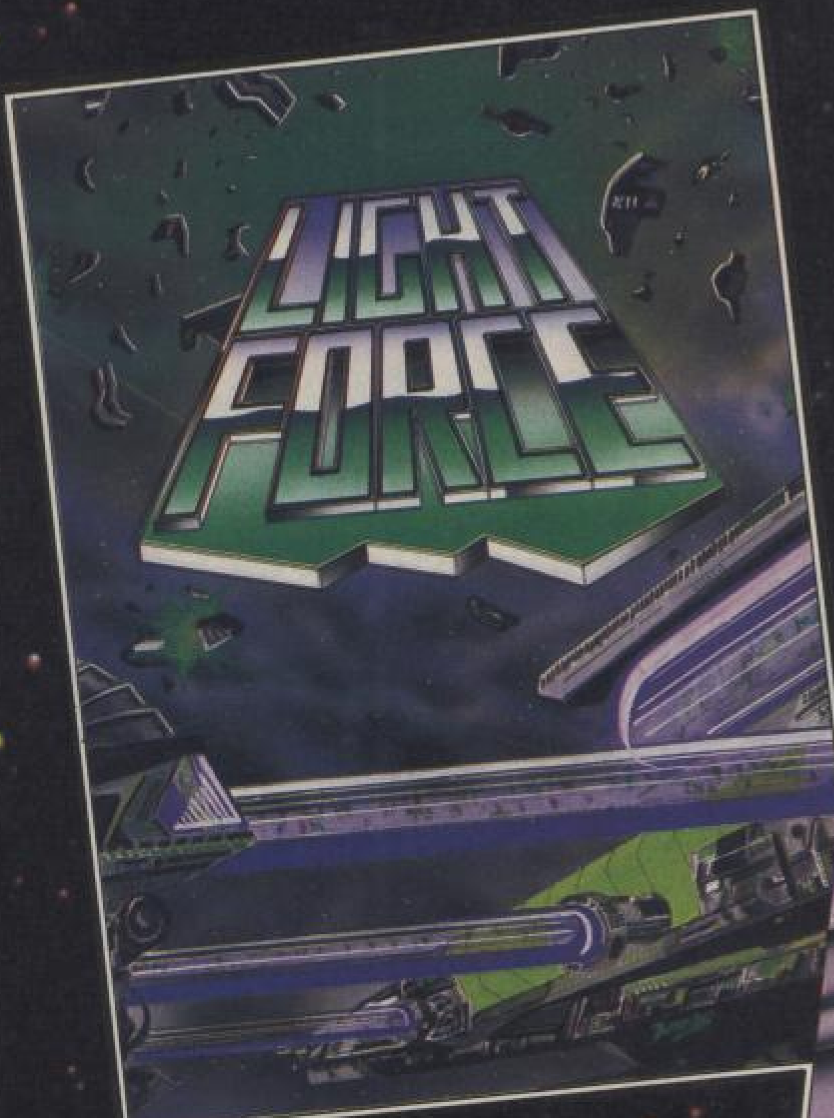
Poor old Pete. There he is fired with enthusiasm and now you just want me to fire him! ***Ed*** *Are you any relation to Sweeney by any chance?* ***T.P.***

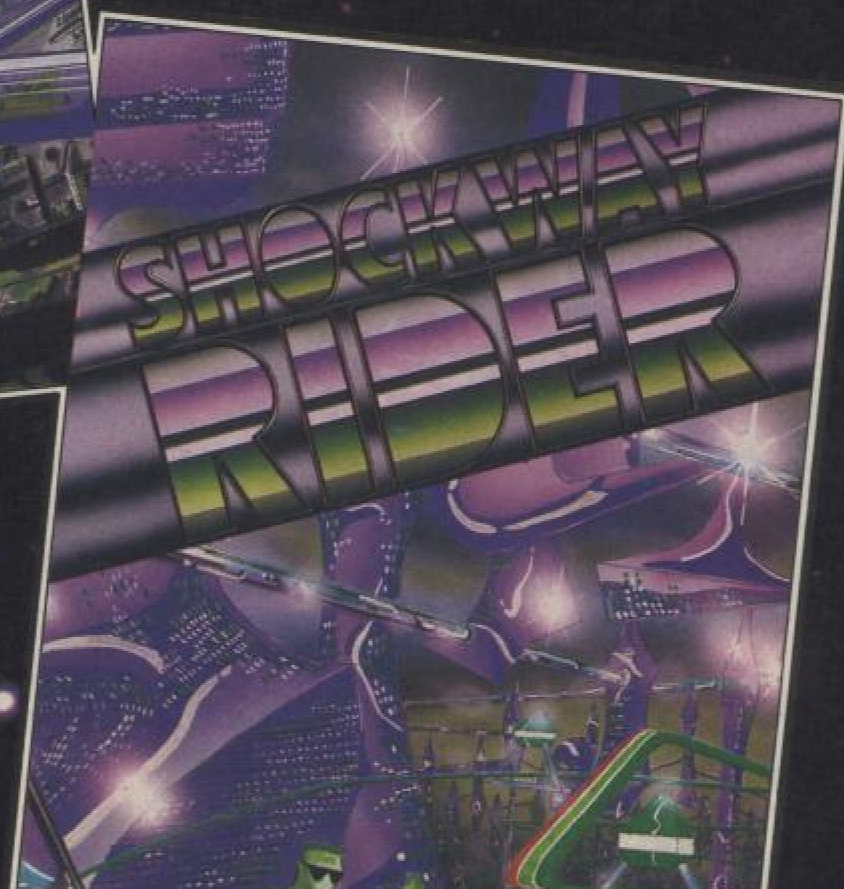
Although I am a more matured reader of *Your Sinclair* I would like to claim the Trainspotter Award...
P D Wolfe
Haywards Heath, Sussex

Matured eh? That's what comes of lying on your side in a dark cellar. ***Ed***

When is T'zer free?
Conor Shields
Dublin 6

I'm never free — and you couldn't afford me! ***T'zer***


LIGHT FORCE


SHOCKWAY RIDER


PRODIGY
SYNTHETIC MAN CHANGES NAPPY
Macabre Mechlabs infested with genetic horrors hinder Solo, a synthetic man, and Nejo, a human baby as they fight their way through the nightmare zones created by Wardlock the Machine Sorcerer to house his ghastly flesh experiments, the Globewels and Bloberites.
An outstanding achievement of graphics and animation, PRODIGY, takes you into the Mechlabs of Mechworld where you must guide Solo the Syntleman through the Ice Zone, Fire Zone, Tech Zone and Vegie Zone, in his quest for escape.
Solo has to look after the needs of Nejo, cleaning him up, feeding him and protecting him as they make their way through intelligent mazes, teleporters, buildings with strange geometries and the uncanny vegetation created by the sorcerer Wardlock, who, as a machine being, is malevolent towards organic life.
PRODIGY is a game which demands compassion, guts and intelligence in ways no other game does.
FEATURES
MECHAVISION featuring the extensive 3D smooth scrolling animated landscape of the sinister Mechlabs.
The Intelligent Maze, Teleporters, Showers and Kitchens.
Full Monitoring Facilities, Teletype, Security Scanners and Nappy Change Indicator.
Globewels and Bloberites, the Fierce Flesh Monsters created by Wardlock the Supreme Machine Sorcerer.
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Hit List.

Scale the heights and plumb the depths of the new chart with *Sara Biggs*.

Chart Chat 10

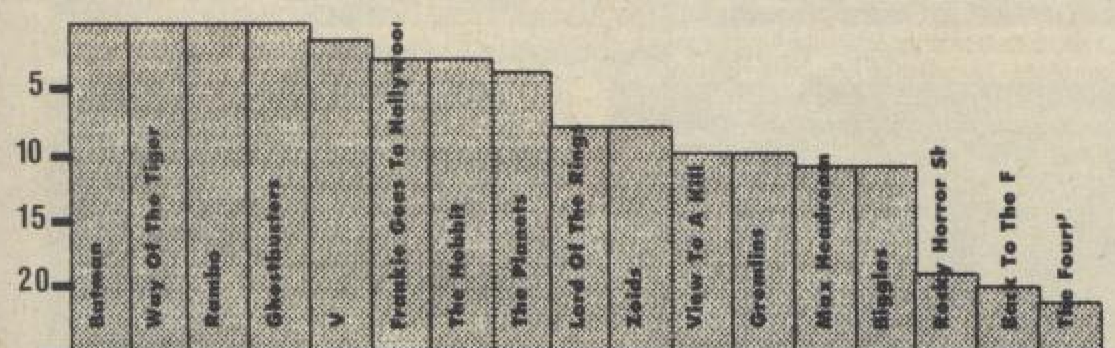
Velly interlesting! This month's top spot's taken by US Gold's *Kung-Fu Master* which has (black)belted its way up the chart from number 6 last month. So much for the know-alls who reckoned that the kung-fu kraze had kicked itself to death. And good news for the soon to be released *Fist II* and Gremlin's follow-up to *The Way Of The Tiger*. Talking of Gremlin (phew, we were), its naughty sprog was at number 1 during the month but he's now on the long crawl down - touch of the nappy rash, Jack? Dive bombin' its way into a new entry spot at number 4 is the new flight simulator from Cascade, *ACE* while *Bobby Bearing* rolls into number 9 to show that marble madness is still with us. Holding onto the anchor place is Imagine's long running *Green Beret* - still going strong after an 18 week killing streak.

This Month's Top Ten Titles

Position	Last month	Weeks in Chart	• Title/Publisher
1	4	5	• **Kung-Fu Master**/US Gold
2	2	5	• **Jack The Nipper**/Gremlin Graphics
3	1	7	• **Ghosts 'n' Goblins**/Elite
4	NE	1	• **ACE**/Cascade
5	6	10	• **Ninja Master**/Firebird
6	3	7	• **Molecule Man**/Mastertronic
7	5	5	• **Theatre Europe**/PSS
8	7	10	• **Knight Tyme**/Mastertronic
9	NE	1	• **Bobby Bearing**/The Edge
10	8	18	• **Green Beret**/Imagine

Licensed To Thrill?

In last month's *YS*, T'zer looked at how software houses are falling over themselves to license just about anything that's in the arcades - so don't spend too long there or you could end up in a new game yourself. But don't think licensing stops at the arcades - software houses are also throwing money at anything with TM on it. Books, bands, toys, telly, comics and the biggest source of inspiration, the cinema. Eight of these seventeen licensed titles are taken directly from films. Then comes books followed by the TV. The oddity is *Frankie Goes To Hollywood* - remember them? Dunno where they've got to but it wasn't Hollywood! But lots of hype doesn't guarantee a chart-topper. Take *A View To A Kill*. You take it, I don't want it! And *Biggles* had mucho publicity but only made it to number 11. The film though was apparently popular enough for there to be talk of a sequel. Wonder if that's true for the game too?



This chart is based on the *MicroScope* chart as compiled by Gallup.

MicroScope GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest *MicroScope* chart, ask the manager to call Mark Salmon on 01-631 1433 — we'll send a copy every week.

12 Months Ago

Position	• Title/Publisher
1	• **Hypersports/** Imagine
2	• **Rocco/** Gremlin
3	• **Jet Set Willy II/** Software/Projects
4	• **Spy Vs Spy/** Beyond
5	• **Glass/** Quicksilva
6	• **Shadowfire/** Beyond
7	• **Softaid/** Softaid
8	• **Nodes Of Yesod/** Odin
9	• **Dun Darach/** Gargoyle
10	• **View To A Kill/** Domark

18 Months Ago

Position	• Title/Publisher
1	• **Ghostbusters/** Activision
2	• **Match Day/** Ocean
3	• **Airwolf/** Elite
4	• **Technician Ted/** Hewson
5	• **Daley Thompson's Decathlon/** Ocean
6	• **Knightlore/** Ultimate
7	• **Zaxxon/** US Gold
8	• **3D Star Strike/** Real Time
9	• **Select 1/** Computer Records
10	• **Blockbusters/** Macsen

Second Chance

Elite's new label 2.99 Classics has re-released eight titles over the last couple of months and it's scheduled to continue with one a week from now on. But how did the games do first time around? Well, now you can find out. It'll be interesting to see what the re-releases do - and the re-re-releases in a couple of years from now!



HACK FREE ZONE



Good Evening Ladies and Gentlechips, and now here's the man for whom the news wouldn't be the news without the news... Heeeeerrrrreee'ssss Hex!

Before we begin the show... psst... come here. Yeah you. Come here. Did you read the column last month? You did, great. What did that old geezer of a caretaker do to my column? Oh no, you're kidding! (crackle fizz pop) Ow. How dare he! And he what? Shut who in the cupboard? (Mmmm Hmmm Fmmmm Mmmm!) Wazzat noise? (Mmmm Mmmm Mmmmm Mmm!) There *is* someone in the cupboard! (click creak) Hello, who're you?

ZORRO

"I'm Richard Miller of Plymouth. Before I was so rudely interrupted I was telling you about the solution to *Zorro*." Okay then, do go on. **"Ahem. So you've been to the store, taken the bell, and put it in the left hand side of the grave. It will start ringing. Repeat this with the next bell except put it in the right hand gap and the grave will open up. Before entering get the key from the store. Go into the grave and get the moneybags. When you come to the screen with the flashing weight and cup, walk through them and up the ladder into the prison. Drop (and pick up) the key in front of each of the cells, releasing the captives. They will form a human ladder to help you climb up to safety. Watch out for Sergeant Garcia's men who will shoot at you. Forget the screen on the left and instead walk through the next one, watching out for the bullets and making sure you have the key. On the next screen you will find your true love. Climb up to her and give her a big kiss, pressing to the right so you don't fall into the moat. Jump over the moat and go back to the store and get the flower. Go through the grave, following the same route as before and go back to your true love. You have completed the game!"** Well. Thanks a lot Richard. Oh and, er, sorry about the cupboard... (cough)

I must say, it's great to be back here. No really it is. I bet you missed me last month... no? You liked the caretaker better? Why you... Take that! (smack!) Now, sit down and listen nicely and stop causing a ruckus.

GHOSTS 'N' GOBLINS

Now our next letter... (knock knock knock) ...huh? Wassat? (knock knock) What *is* going on today? **"Hello, this is Andy Bowden of Somerset here. Am I the first to complete *Ghosts 'n' Goblins*? Well even if I'm not I'd like to give you some hints and tips..."** Well okay, seeing as you're here, go ahead. Don't mind me. S'only my frattin' column. Humph. **"...On level 3, in order to see the Princess you must go right until you meet a ladder. Having reached it, go up it and forge to the right again, until you find a way down. Go down, and then go right along a tunnel until you encounter three den beasts. Be warned, there are a lot of zombies and a few gremlins as well. When you come to the Princess you will have to defeat two large gremlins. Ah, true love!"** Thanks Andy...

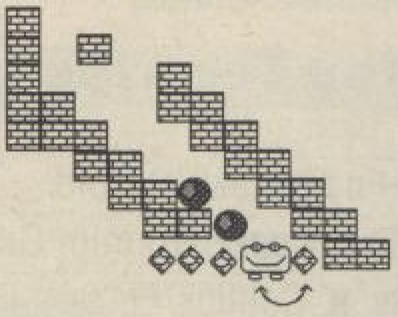
"Er, I'm not finished yet." Oh. **"What happened to the dragon mentioned in your preview on *Ghosts 'n' Goblins*? Is he there or is he just invisible?"** I dunno. How am I s'posed to know if there's an invisible dragon in a game. I can't flippin' see him can I? Tsk. Thanks anyway, Andy... **"Er, I'm not finished yet. Here's a fellow reader I met on the bus..."**

"Hi! I'm Paul (what's his name) from Nottingham..." Heh heh. Joke pause: 'Ere chummie, what are you doin' wiv those ropes? Nottingham! Ha ha ha ha ha ha ha ha ha ha... ahem. Carry on, sport. **"...and I've found a bug in *Ghosts 'n' Goblins*. When you get to the monster's warehouse, keep on going up the ladders until you get to the top. Lose your suit. If you then jump while a bird is coming towards you you get killed. Your bones should hit the top of the warehouse and the game will stop and crash."** Hmm. Very obscure I'm sure. Now, nip off the pair o' you, so I can get on with me work! (clomp clomp clomp creak slam!) I thought they'd never leave!

ROCK 'N' ROLL

Nippy-noo-naas! At last, a mega-tip from one of our own megagames, a *Program Power* first! From our August issue, I bring you the *Rock 'n' Roll* game! (Dah-dahhhh) Here is a delft... sorry, deft tip all the way from one of my little chummies in Holland, namely **Peter Paul Hoogbruin** of Mijdrecht. Off you go, my little oranjeboom! **"*Rock 'n' Roll*, what a game! I would like to give my compliments to Neil Anthony Balharrie and crew for their great game. In the end I made a fatal mistake and it was Game Over! My final score was 13,510."** Hey! Berilliant! Send me a picture of you, and I'll put you in Hex's Heroes. Carry on, Peter Paul. **"I especially liked stage L. I'll explain how I made it.**

Stage L



"Go to the place in the picture where the man stands. Now comes the important part. Press key P (in other words go to the right when playing with a joystick, Key 8 when playing with cursor) and then press key 0 without hesitation! (key 0, left, key 5 with cursor). Et voila! You will be on the same spot again without being splatted." Well done, megachummie, and a hearty 'tot siens' to you! That reminds me, are there any tip top hints and tips for our other *Program Power* games, like *Riptoff, Bubble Trouble, Defusion, Mooniron, The Trainspotter Game* or *George And The Deadly Meteor*? There are? Well don't just sit there looking like last week's mashed potatoes, slip them in an envelope and mail them to me... no, not the potato, stupid, the tips. Tchah! Worra twerp.

YIE AR KUNG FU

Aaaaaaaiiiiieeeeeeeeee, yaaaaah!!!! (swish crack) Oi, you, that's my pencil, watcha doin'? **"I'm Stephen Prior... Yah! (crunch) Hah! (splinter creak) Hyah!"** (Oof! Watch it mate!) **"I've just popped in to say that I've scored 2,050,500 and got to Level 200 on *Yie Ar Kung Fu*. Yah! (toing) Aie Ya! (crash) Yip! (tang) Nippy-noo-naas! (put-ang!). Oh yeah, my brother and I think you are the greatest! (grovel grovel)"** No use grovelling to me, I haven't got any badges! And get out of my office before you break something... like your neck! (crash) Blimey, I wish these people would stop popping in and let me get on with my work. It's like the blimmin' Steve Wright In The Afternoon show in here! Now get lost, you lot, and let's read some letters. Humph.

MOVIE

Hey, it's my old mate **Supa Cool Sudi** again, hailing from sunny Ashton-under-Lyne. How you doing, mon petite sandwich de camembert? What's he got to say for himself? **"I've got some extremely useful tips for Imagine's megagame *Movie*. Firstly, go to the room where everyone is most puzzled..."** You mean *YS*? **"No, the Parrot Room. All you have to do to move the knight guarding the door is say 'OPEN' and it moves. Quickly walk in and take the money and the bomb.**

"Now go to a good guy and say 'TELL ME PASSWORD FOR MONEY', and if you're lucky he will say 'PUZZLE'. If he does, give him the money. The word 'PUZZLE' is used in a room with a knight guarding the door and two rolling balls. Say 'PUZZLE' and the knight will move.

"Now go into the room with the moving jukebox and go behind the bar. Here there is a bottle. Look for one of the girls. When you find her say 'FRIEND OR FOE'. If she repeats it she is a goody. If she says 'KILL KILL KILL' she's a baddy, and you must kill her quickly. (Whatever you do don't ask her for a kiss — she will stop helping you for a while!) When you find the gun, use your bullets very wisely, 'cos you might not have many. You may need them some other time, so fire sparingly.

"When using the bomb, throw it in the longest direction, as this gives you more time to get away. As soon as you throw it, leg it! If you get hit by it, you will die. In one of the alleys there is a knight guarding a door which blocks about 70 rooms! To open it, drop a bottle between you and the knight and walk forward, pushing the bottle ahead of you. When you get to the next door, take the bottle and go through the door.

"When you meet a good guy keep saying 'GOD BLESS YOU' and because they are so stupid they will give you some important info. Although you might know most of what they tell you already, you get some points for doing this. Finally, it is highly advisable to use the *Movie* map printed in the May issue. Oh, by the way, I don't think you'll let me, but could I say Hi to all at West End School?" No, ya can't. I'm a grumpy old Hex.

Well, you know what they say: too much of a good thing, time flies when you're having fun, good things must come to an end, a rolling stone gathers speed, a bird in the strand is worth two in Shepherds Bush, he who lives by the pen dies by the pen... phew. That's it, I'm out of clichés now. I'm also out of time.

Byeeeeeeeeeee!

Click, bzzzzzzzzzzttt.

HEX'S HEROES

Click, bzzt. Domini patre, et filii, et spiritus sancti... and now, oh ye of much faith, those golden illustrious illuminati, those cherubic seraphs upon high, those super little mittens with the little elastic string between them that goes up yer sleeve... Yus! It's the megamega Hex's Heroes.

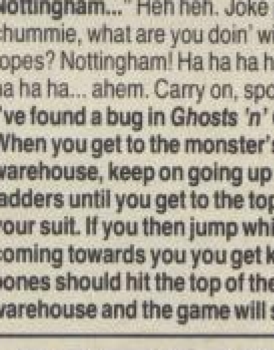
First off, His Holiness Pope **Paul Kershaw** the First proclaimeth an unholy feat of actually finishing *The Incredible Shrinking Fireman*. Bless you my son.

Gung ho! Geronimo! Michael Fish! They know how to wear a beret in the Republic of Ireland. Yep, and **Thomas Keating** is no exception. To prove it, he wore his *Green Beret* to the tune of 122,200... practically wearing it out, I'd say!

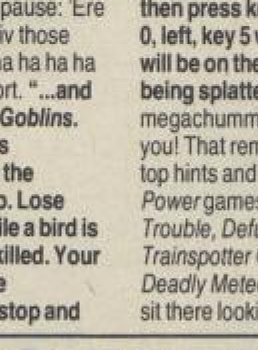
And finally, a slap in the face for the holder of our last martial arts whizz Andrew Ostler, in the form of new Champ **Bruce Arbuckle**. His score on *Way Of The Exploding Fist* is an inscrutable 188,900! Ah so.

Okay, Thassit. Thanks a million everybody for trying your hardest and scoring your highest. I'll see you around in four weeks, until then...

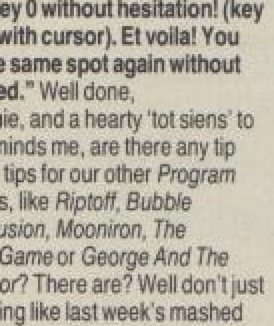
Click, bzzzzzt.



Paul Kershaw
The Incredible Shrinking Fireman/Finished



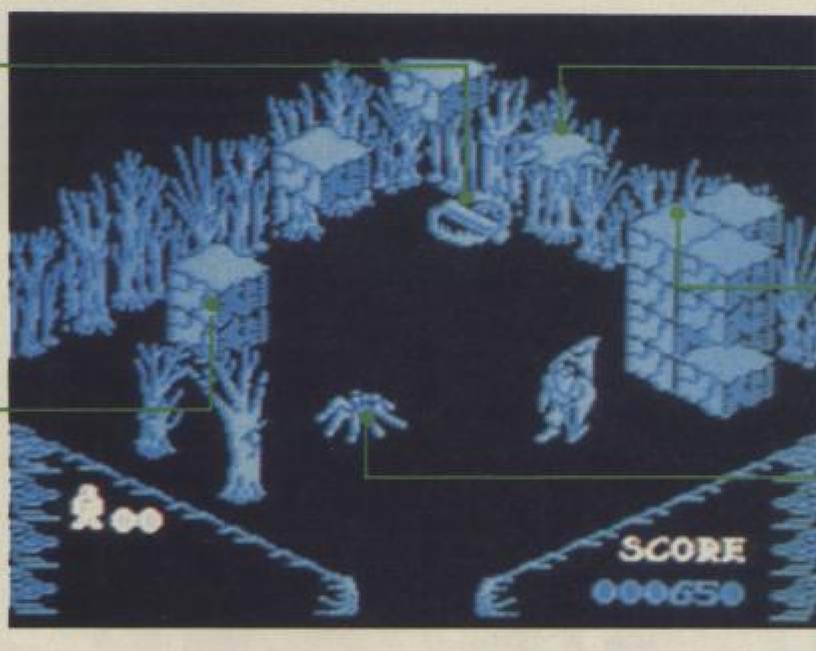
Thomas Keating
Green Beret/122,200



Bruce Arbuckle
Way Of The Exploding Fist/188,900

PENTAGRAM

Sabretips by the amazing James Slater.



Watch out for these, the mantraps. Needless to say they're deadly and spread all around the maze. Use the movable logs or non-deadly creatures to jump over them where they block your path.

If there's something you have to move, such as a log, and you can't get to it because there's a nasty in the way, here's what to do. Fire at it and the balls of magic will shift the object for you.

When you're walking around a room, don't shoot any non-deadly creatures. If they're not getting in your way, ignore them, 'cos if you blast them they'll be replaced by a deadly one.

If you're in a room where the doorway is too high to jump to, simply hop on the back of a non-deadly creature and wait until it floats near the doorway in question. Then hop onto the step and off you go!

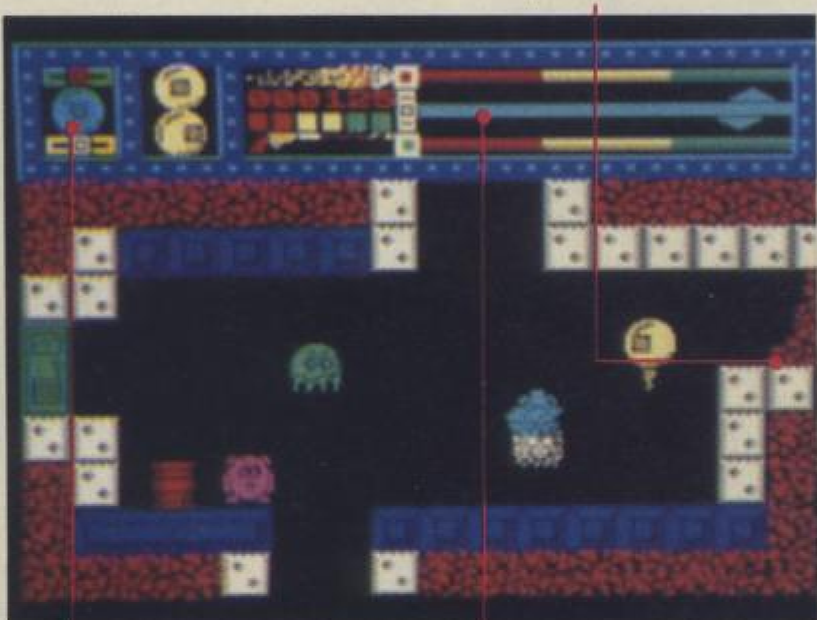
There are a lot of spooky creatures in the maze, but only some of them are dangerous. The Witch and the Zombie kill you on impact, but the big Crawly Things (ugh!) and the Ghosts don't.

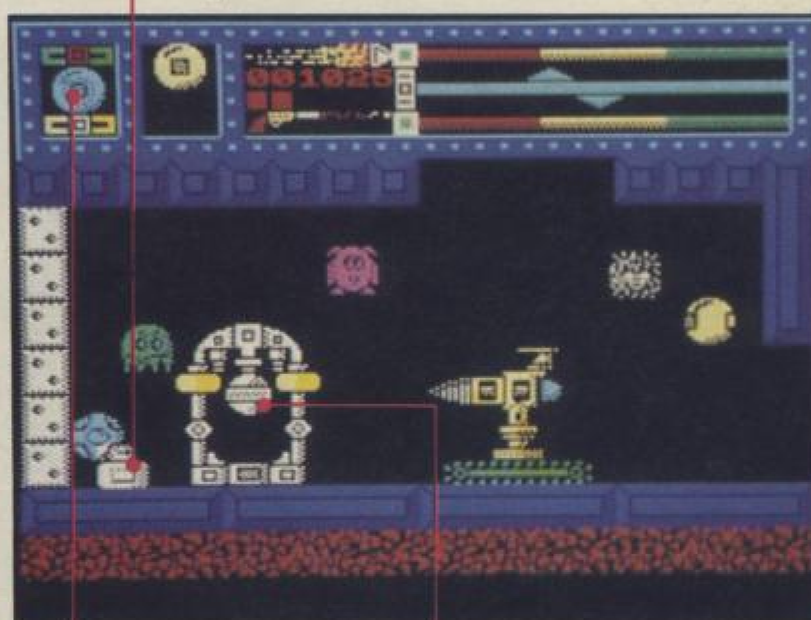
EQUINOX

Equi-lizers by Flippo

Once you've blown the rubble from the passage, go through it and look for the key at the very top of the chute. Bring it back here and use it on the door. Behind this door is the pass to Level 2!

The cannister on this level is in the chute that was hidden by rubble. In the roof of the chute you can find it sitting on a hovering platform. Get it and make your way back again.





Take this token to the teleporter cubicle on the level above and use it. It will take you to the containment tube. Get the drill and bring it back. Crack the safe on the top level and use the dynamite to blow the rubble from the entrance to the right.

Try to use your laser sparingly, and avoid collisions with aliens, because there's nothing worse than being trapped on a screen with no power to escape or shoot. If you run out of thrust get a red barrel of spare energy.

Halfway down is a token for the teleporter. Change the cannister for it and go and put it in the teleporter. Then go back and get the cannister.

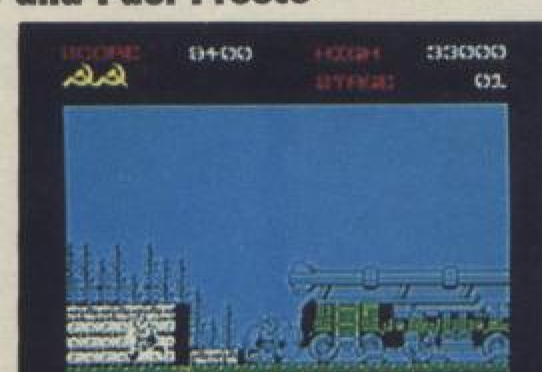
Take the cannister to the teleporter. Use the teleporter and it'll take you back to where you found the drill for the safe. In this room is the vacuum disposal chute. Pop the cannister in it and Pouf! One down, eight to blow.

GREEN BERET

Raspberets by Mark Thomas and Paul Preece



As soon as you start, climb up the ladder to the second level. When you meet the first commandant, kill him. You now have a flame thrower, which you can use on the men in the lorry later on. Jump down a level and shoot the mortar operator, as he'll get you if you don't.



Run along this level until you get to the three mines. Lay down and shoot along the ground until you've destroyed them all. Then get the next commandant with your last flame. Don't run on top of the carriers as you'll find it very hard to get down.



Don't use the flame thrower on the next commandant, just stab him and wait for the truck. When the screen is filled with men fire one flame and kill them. Wait for the screen to fill up again and fire again. One more time and you've passed the first level.

Without music, graphics and sound the Board Game has become the most popular in the world.
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DOMARK

SCREEN SHOTS

Look at this lot! Soon be more reviewers than games! Take it away Gwyn *Hughes*, *Rachael* Smith, *Tommy* Nash, *Phil South*, *Max Phillips*, *Chris* Palmer, *Rick* Robson, *Luke C* and *Troubleshootin'* Pete!

YOUR SINCLAIR MEGAGAME

FAIRLIGHT 128K

The Edge/£9.95

Rachael Isvar grows up to face bigger problems, in the 128K version of a Spectrum classic. No other game I know quite so convincingly creates a world within a microchip... and if you think that your usually flippant reviewer sounds serious it's because this really is an all time fave!

Isvar's back and 'is rambles round the environs of Castle Avars now 'ave a more musical note. One of the few failings in 48K, induced by a shortage of memory, has been corrected as a few tasteful tunes are added to his peregrinations.

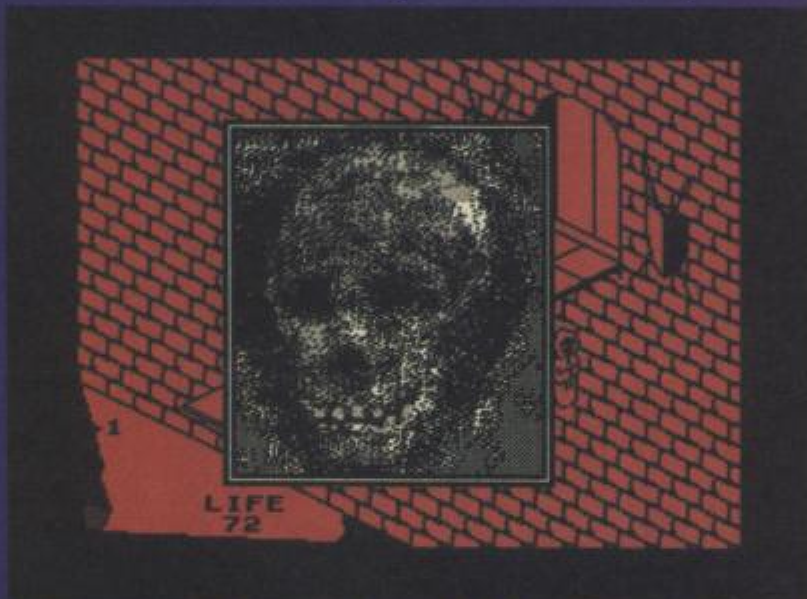
Music is the most obvious addition to this expanded first episode of the epic. The plot remains identical though, so you wander round the wonderfully well-realised castle in your quest for the Book of Light, mislaid by some clumsy wizard, thusly (as they say in the sagas) sinking the land into everlasting gloom. Something akin to an English summer?

If you're hard pressed to find the mystic tome, and so save a mammoth library fine, the other additions are even more elusive. The Edge swears on a mystical runic sword that there are new monsters and at least one extra secret passage which could well get you out of a sticky situation, but I couldn't find them.

Sure there's a skeleton rattling around at the start, but he's only there to advertise *Fairlight II*, and I was never menaced by this skinny specimen once I'd entered the adventure proper. By way of recompense there's a grisly death mask when Isvar bytes the dust or whatever it is that microscopic heroes do.

But why grumble? This is still a classic and I for one will be playing the expanded version from now on. Then again, I got my copy for free, and I doubt even I would fork out again for all that hey-nonny-no nonsense, however hum-able.

As is so often the case my advice is, a) if you don't already own this or you've worn the original out, go for the revised version: but option b) is for all the rest of you... save your pennies for *Fairlight II* which is being designed with the bigger Spectrum in mind.



Graphics
Playability
Value for Money
Addictiveness
9

SBUGETTI JUNCTION

Bug Byte/£1.99

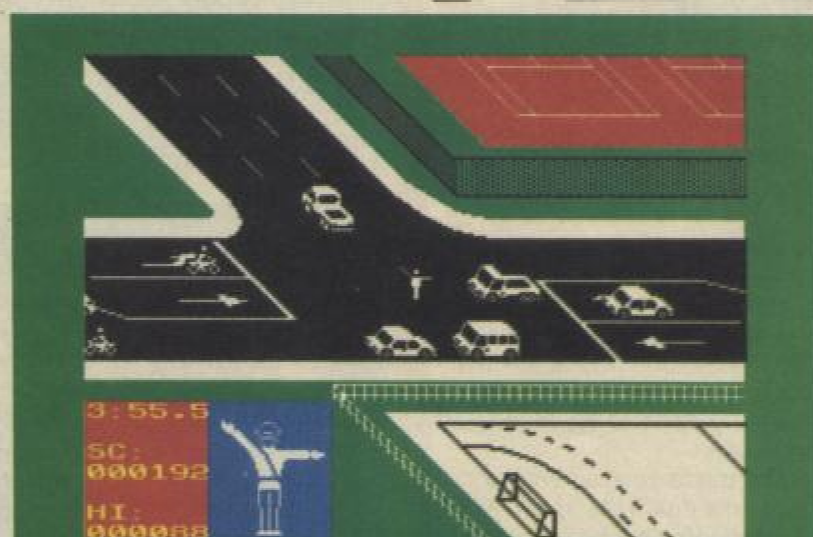
Pete Louigi has come over from Macaroni to learn the Breetish way of traffic control. Simple — buy three million of zese hideous orange cones and cover any road with the prefix 'M' with the flippin' things so that it's impossible to move anyway.

But seriously though, Louigi has a pretty tough task on his hands 'cos the Brit drivers don't want to be kept waiting too long or our lovable Louigi will lose his job. Stage 1 is pretty simple as long as you keep the traffic flowing as quickly as possible. Stage 2 has beaten me every time so far, 'cos in that level Louigi has to turn around to control the traffic, and that's where it gets nasty.

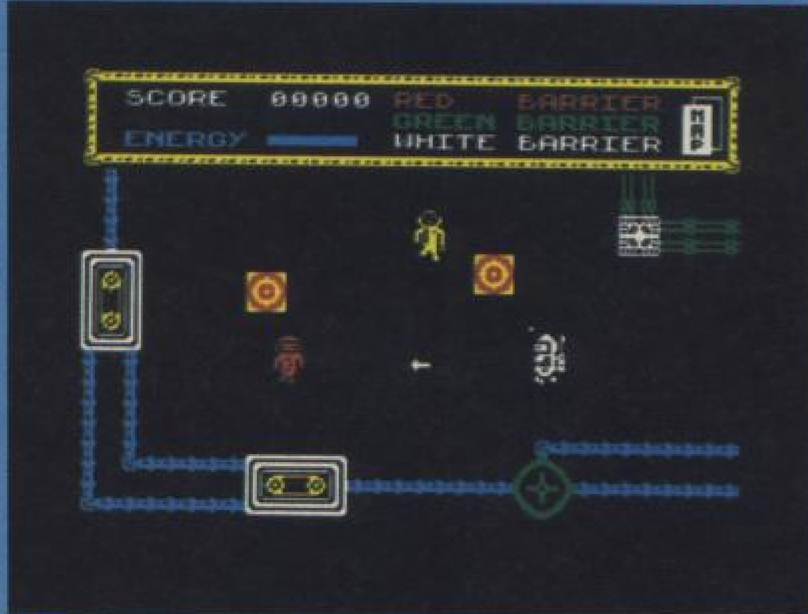
There are three levels to the game, light, heavy or even rush hour traffic (not recommended for those with weak bladders). On top of that you can also choose whether you want to play the British or European versions of the game. (In the European version the cars drive on the wrong side of the road, some even drive backwards (probably the Italians), which makes for interesting game play).

A very simple idea that's been well executed — even if stage 1 is a mite boring. Just-a one *Sbugetti*, give it-a to me!!

Graphics
Playability
Value for Money
Addictiveness
8



CAPTAIN SLOG



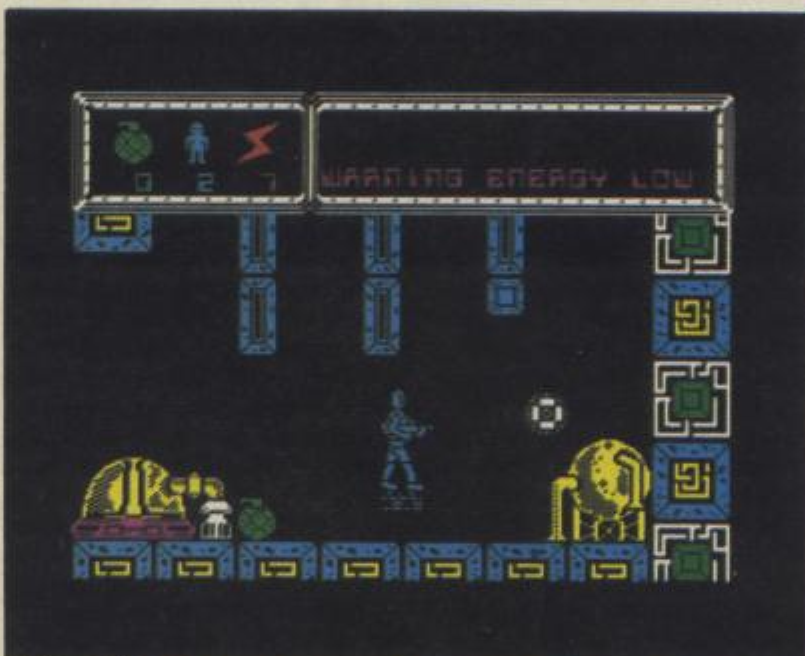
AlphaOmega/£1.99

Pete Looking something like an early blueprint for *Atic Atac*, *Captain Slog* makes an uncertain sort of arrival from CRL's new budget arm. Perhaps amputation might help?

You play, funnily enough, Captain Slog who, according to the brief instructions, has a funny feeling in his nutrition pouch. Whether Captain Slog's personal problems have any great relevance to the game, I couldn't discern. But he was walking a little oddly. Meanwhile, back at the playpen, your only means of escape from certain death, blah, blah, is to collect nine blueprints to what I think is a spacecraft, though this wasn't particularly clear in the instructions either. Also standing between you and a trip to McDonald's when you get home are three colour coded gates to which you must find the key, plus a number of robot nasties who drain your energy levels on impact.

For a £1.99 game, *Captain Slog* is technically very good. Nice clear graphics, excellent animation and two years ago it would've probably become another *Jet Set Willy*. Unfortunately for AlphaOmega the gameplay is now very old hat and leaves this reviewer with an attention span of approximately 2½ minutes. On the other hand, for new Speccy owners, *Captain Slog* is a perfect way of making up for what you've missed while the Spectrum's been alive...

Graphics
Playability
Value for Money
Addictiveness
7



TUJAD

Ariolasoft/£8.95

Rick Ariolasoft, having bought this game from Orpheus, has produced a competent if not scintillating cosmic mazer. Tujad is yet another crazed computer that threatens to dominate space. In the guise of Gen 19, a cocky combat droid with a neat line in wasting aliens, you have to find the fifty circuit boards missing from Tujad's sub processor so he can be returned to hi-tech tranquility of mind.

Gen 19 has four lives but as you wander around the hundred plus rooms of the maze you've plenty of chances to find a few more. They're signified by what looks like the Robertson's golliwog but you've got to be jammy to find them. There are also weaponry and energy sources that'll lengthen your life span — very useful since all the chips you'll need won't be found in one quick whizz around. Mapping would be useful, though hardly crucial — you'd be better to work out a strategy plan of what your priorities are.

Most of the aliens are of the puff ball variety (every one's a fluffy one) that simply drain your energy rather than kill you instantly. The big bad nasties that chomp you up are easily avoided but not generally zappable — and they always protect that crucial piece of board. How to circumvent them isn't always obvious, which is where the rather natty transporters come in useful as they can whisk you off to far flung parts of the maze and otherwise inviolate parts of the cosmic rose.

On screen info includes the part of the maze you're searching, state of weaponry, number of lives and how much life spark you have left. Info scrolls on a sub-screen, though it's a bit gratuitous — being told you're destroyed when you've already seen yourself obliterated on-screen all seems kinda pointless.

You'll have seen plenty of alternatives to this and *Tujad* brings nothing new to the market but on the other hand it brings nothing bad either. Of course, if *Tujad* had been a Speccy, it would never have gone doo-lally in the first place and left poor ol' Gen 19 with all the bizzo to do....

Graphics
Playability
Value for Money
Addictiveness
7

PUSHER

Paradise Software/£1.99

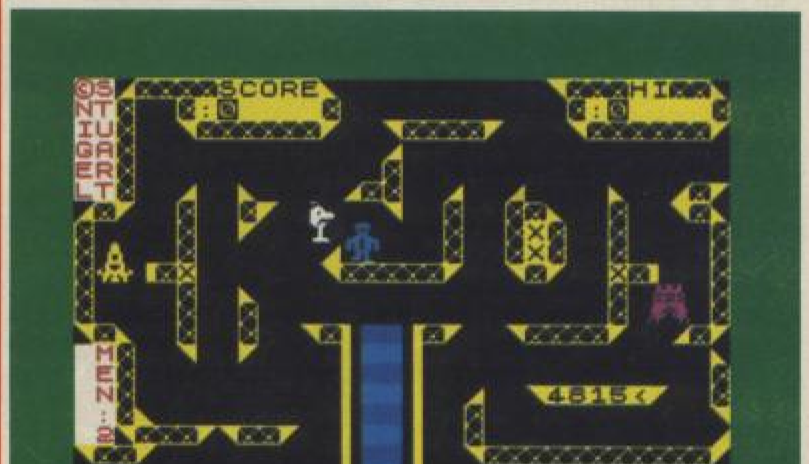
Pete When I'm faced with a game like this there can only be two choices. Either I should slap myself round the face several times and yell yeehah in a silly voice to wake myself up, or the cassette tape needs to be used as a street-party-decoration when Eddy (HRH to you) decides to do the decent thing. Sadly for this game it's the latter that applies.

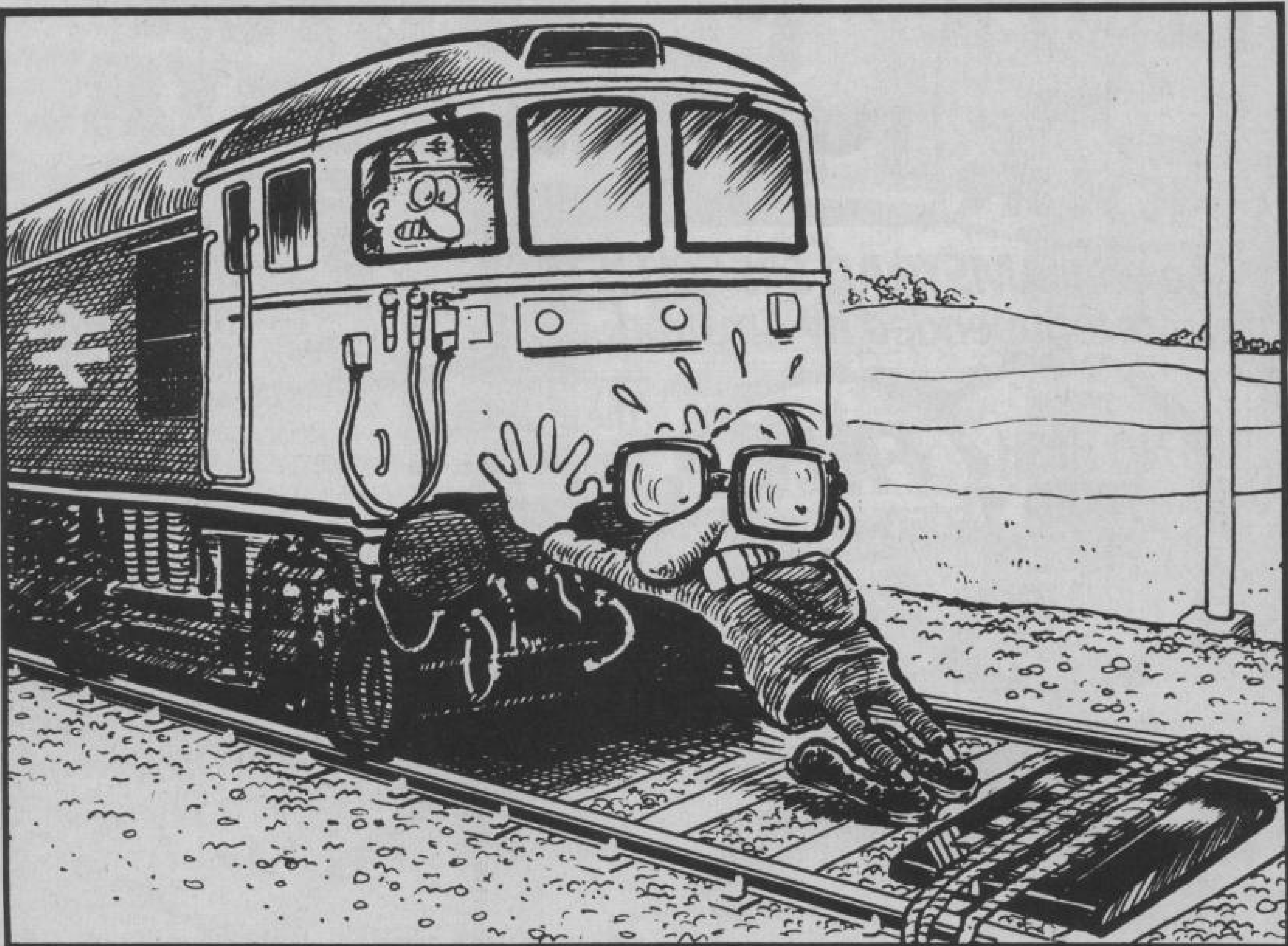
You control poor old Roy, the rocket builder who's certainly got his hands full, as he pushes parts of the next intergalactic craft into the assembly shaft with a shoddiness that would usually only be attributed to BL. As always, life is not all a bed of RAM chips and you have to avoid the Boing (?) whilst you work your way through a maze of corridors.

Impressed? Neither was I, especially after finally getting one part of the rocket into the shaft only to find Mr/Ms Boing had positioned itself up in the top left-hand corner of the screen making it more than a little difficult for me to reach the second part of the rocket. To make matters even worse, friendly ol' Boing did this every game. Still, what it lacks in concept it by no means makes up for in graphics and playability. The graphics, f'rinstance, look like they could happily live amongst the pre-defined set on the Vic 20 and the colour is so over-used that one wonders whether Paradise could be sued for starting off migraines all over the country.

Pusher has followed the rocket-building ethic too closely and has become another aborted mission. As far as I'm concerned it can push off.

Graphics
Playability
Value for Money
Addictiveness
3





RESCUE ON FRACTALUS

Activision/£7.99

Gwyn How do you feel about fractals? Lucasfilm Games really likes the little devils — so much so that it's based a series of programs around them!

What a fractal does, according to my mathematical mate, Phil (Phractal) South, is create a 2.5 dimensional real surface via random numbers and... no, I didn't understand it either, but it's obviously awfully clever.

What matters more to you, the end user, is what Lucasfilm Games has done with its fractals. It's built a planet out of these formulae, and called it Fractalus — and you can steer your Valkyrie fighter around a real world and rescue stranded victims of the Earthling vs. Jaggi War, big match of the 21st century.

This all appeared on the obnoxious Commodore originally, of course, and looked mighty convincing too. However, while the Spectrum can do many things far better than the American OAP, it must be admitted that its graphics leave something to be desired... and rather a lot of something at times like these. All that lovely landscape looks more like a fly-specked graph than an alien planet.

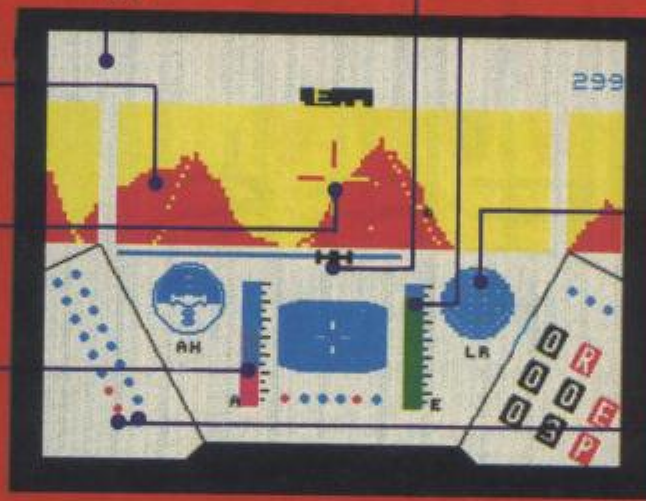
If you can get used to the fact that for all the flashy mathematics, the surface still looks very flat, there's a half decent game in here. After your automatic launch from the mothership you scout around the surface searching for your comrades, who wait patiently by their wrecked craft.

Find one on the long range radar, then close in, touchdown and wait while he runs up and you hear his knock at the door before you open the airlock. Pausing only to wipe his feet, he'll then step inside and it's on with the shields once more and off in search of another survivor, until you've reached your mission quota.

At any time after that you can return to mother and set off on another mission, this time with a higher quota and worse risks. For starters there are mountain-top gun turrets that fire at you, then on later levels flying saucers swoop down. There's even night flying and the odd nasty surprise when the approaching astronaut isn't all that he seems.

Flying a Valkyrie is a skilled job, and there's the standard collection of indicators and radar panels to keep your eyes darting all over the screen. At least those kindly Lucasfilm people have thoughtfully included a training mode in which you don't get used for Jaggi target practice.

A different angle on shoot 'em ups then, but bugged by the Spectral graphics, which make it look like you're flying through a page of Teletext.



Graphics
Playability
Value for Money
Addictiveness
7

STAINLESS STEEL

Mikro-Gen/£8.95

Phil (Dum-diddly-dum crash bong tish dum-diddly-dum epic music) Ricky Steel, teenage superhero, nosed his car around the bend in the desert road. What was that glinting in the distance... his blood ran cold as he picked out the sleek snout of a heat-seeking missile, boring through the air towards him. He snapped back the joystick and his car sailed into the air, the twin machine guns at its front spitting certain death...

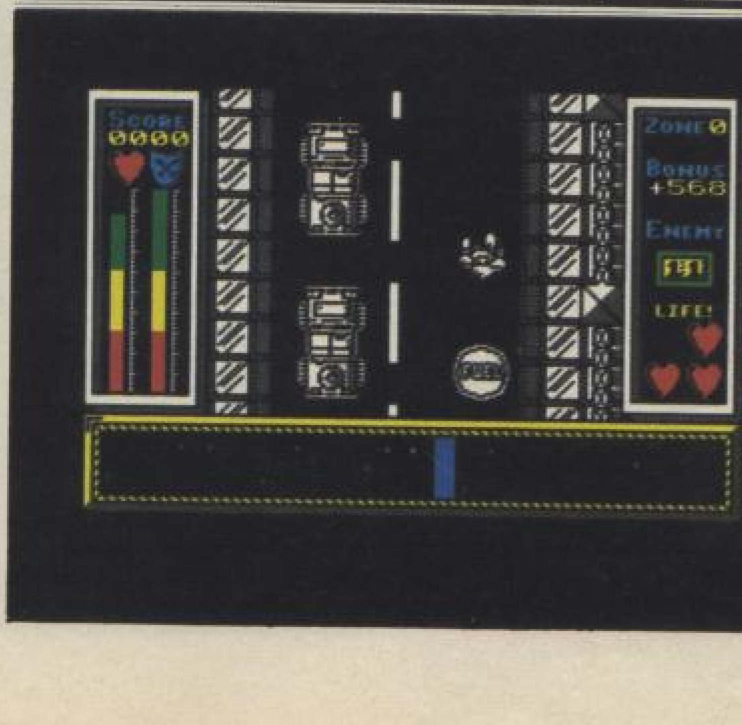
Mad Max anyone? In this tale of future violence, literally everything is bristling with machine guns and considering what you, as Ricky, are up against, it's just as well. As you fly along the roadways/seaways á la *Spy Hunter* in your car (if it flies all the time, why is it a car?) a multitude of very, very fast moving missiles and droid helicopters are flying in the opposite direction. It's your task to first find your car and get in it and then plough your way through successive streams of "two directional replacement inertia scrolling" screens until... well, until you snuff it, really!

To be perfectly honest, I thought that the missiles weren't the only things that were boring through the air. Although undoubtedly very skilfully produced and written, after a short time the relentless stream of helicopters and interesting looking aliens begins to pall. On top of this the explosion sound effect, (for all the world sounding like fingernails down a blackboard), very quickly gets on your nerves and 'cos the game is so difficult you get to hear it quite a lot.

The difficulty of the gameplay stems from the speed of the aliens, and the slowness of Ricky, plus the ineffectual armourments he's supplied with. Why, if this is such a hot blast'em up, is Ricky shooting *single pixels*? Have you ever tried shooting accurately at a fast moving droid helicopter with a leaky peashooter? Well, you certainly get enough practice here. Because Ricky dawdles along so slowly, even the most lackadaisical droid 'copter can whizz up behind him and shoot him in the back before he can bring his death-dealing pixel dribbler to bear.

Another unfortunate tendency with this game is the No Win Startup situation. This is where you lose a life just after you begin a new round due, not to incompetence on your part, but to the fact that a droid 'copter materialises right in front of you before you can even move. Scrrriiittchhh! You're dead.

If you like shooty games and can be fagged to persist, then this is as good a game as any I suppose. But in the originality of game play stakes this ranks alongside most of the best budget games. Which would be fine if it was a budget game. Sorry, Ricky. I wasn't so easily impressed.



Graphics
Playability
Value for Money
Addictiveness
6

COLOSSUS 4 CHESS

CDS/£9.95

Gwyn Calling this Colossus was, I presume, a carefully calculated strategy to reduce us wordplaying reviewers to the punful state of calling it 'colossal'. Well, as far as options and games go, it obviously is fairly... err... mega-good (Phew!) but when it comes to the instructions and general presentation it loses the odd point.

Colossus 4 comes from a long line of highly rated chess proggies, much favoured by addicts. I wouldn't claim to be a Grand Master — in fact Psion's 1K ZX81 program usually beat me hollow — but even to the sort of player who loses his queen after only five moves, the strengths of *Colossus* are obvious.

If you want proof that a CPU is better qualified for quick thinking than the old grey matter, you can even watch it sorting through all the possible lines of play as it prepares to thrash you. The manual boasts that *Colossus* crushes *Superchess 3.5* and *Cyrus IS*, which is pretty impressive, by any standards.

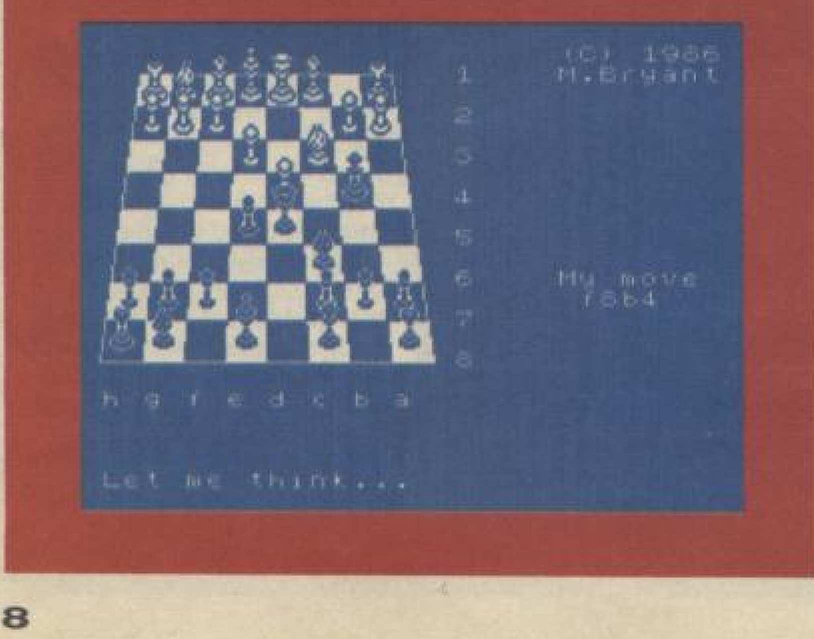
For those into the game's more esoteric outposts, there's a good selection of time options, allowing for blitz games and the like, and you can set up the board for problem solving. Microdrivers have a bonus selection of classic games and problems to solve, while only the most daring players won't vanish at the merest suggestion of Invisible Chess, in which either or both sets of pieces are concealed, so that you have to memorise the positions.

If this sounds like driving round Spaghetti Junction with a blindfold, you'll be glad to know that you can control the difficulty by cutting back on how well the micro thinks — the equivalent in real terms of playing Karpov... with Motorhead providing a slight background distraction.

Unfortunately the 3D chess board graphics are small and rather indistinct. While moving the pieces is neatly controlled by a cursor, you could spend some time searching through the instructions if you want to know how to do something relatively simple, such as changing sides. Eventually I'm sure you'll get used to the multitude of control keys, but at first it can be an irritating diversion when you'd rather be playing.

Colossus is impressive in its options and should please anybody who's looking for some hard core pawn action, but if you want a prettier, albeit less demanding game, you may do better elsewhere.

Graphics
Playability
Value for Money
Addictiveness
8



Odin/£9.95

Tommy As the man said, if you want to get ahead, get a hat. And if you want to get someone else's head, get a hat like the one in *Heartland*. Remember how John Steed used to separate heads from bods with his steel-rimmed bowler? Our jaunty hero does a similar turn with his topper. Three hits with the hat and the enemy disintegrates into a pile of bones. Three hits mind you. That's why it's called a hat trick. Boom, boom!

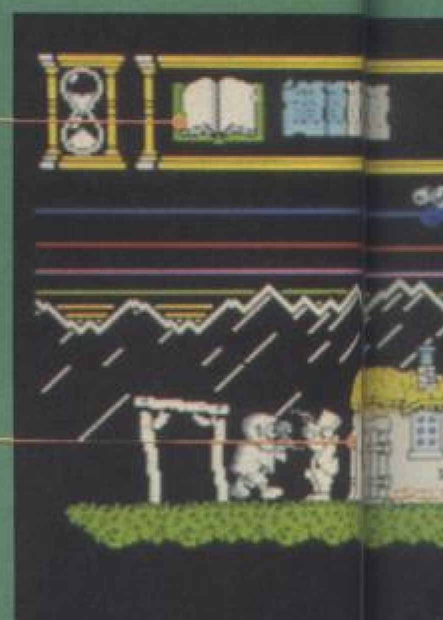
If you feel a bit of a div doing someone a nasty with your hat, you can fortunately find other weapons on your travels. Swords and fireballs f'rinstance. And you only need two strikes with the sword and one with the fireball to reduce the opposition to a skeletal state.

But what, you cry, is the purpose of all this aggro? A book. A big book, mind, that tells the tale of Heartland and the struggle between good and evil (what a surprise) that took place there. Trouble is, the last six pages are missing — but you just try telling that to the lending library. Much easier to go off like a half-cock Hancock in search of the missing leaves. And as this is a tale of mystery and some imagination, there are two possible endings to the tome. The white pages you'll collect provide the Mills and Boon finale; the black ones must be wiped out with whatever Tippex substitute you happen to have on you.

Heartland has Odin written all over it — on the inlay card, on the cassette and, you guessed it, on the graphics and gameplay. *Robin O'Yesod* characters get up to all sorts of *Arc Of The Wood* things. And the game will get you in the same way. It's really a very simple shoot 'em up in a very complex maze. As soon as you've mastered the trick of staying alive, start mapping. Of course, staying alive after you've lost your way on your newly

You know when you're near another page as the book starts to flash. Oh, and it won't take you long to track down the book — it's only two rooms to the left of where you start the game.

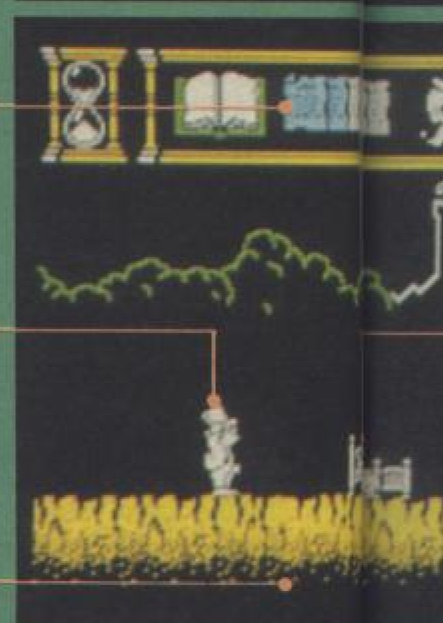
You can tell you're in the country — it's not just the thatched rooves, the rickety lintels and the rustic charm. No, it's the Eddie Grundy lookalike who's just about to grab you — and the fact that it's bucketing down.



When you collect a leaf out of the book, it's added to the ones here. As soon as you've amassed six you can start to discard and destroy the black ones. Okay, they're blue but black sounds more menacing.

Sshhh. Keep it under your hat but... the mad hatter is you!

On this level you're going underground. Beneath the calm surface lies a network of caves just waiting for you to get completely and utterly lost in.



HEART

drawn map is much more tricky — your time on each of the six levels is limited and you have to make your way back to your bedmobile (I don't write 'em, just review 'em) to travel onto the next section.

Each of the levels has a different scenic theme but they all share the same cutesy graphics. From potted palms on the country estate, you'll move through post-modernist pipes and pulleys to Lilliput Lane country. It's all so twee it makes the Care Bears look like a bunch of grizzlies. The only redeeming feature is the way some of the wizards come at you with a rather delightful gobbing action. Splat. Someone's bound to tell me it's a mage's spell not his spittle but what the heck, we all need illusions.

When the nasties shuffle past you, your energy wanes and the face of the baddest hat of 'em all begins to appear at the top of the screen. As he starts to flash, you must be sharp and dash about like a solid Aero in search of bubbles. Fail and your shelf-life will be shortened to a matter of seconds. For those with a suicidal streak, you can also cop it by taking a pot shot at the book (not much point in racing round after the last six pages if you've just lost the first six hundred) or by falling down a hole — and there are more of those than in a packet of Polos. You float down to oblivion leaving only your topper on show.

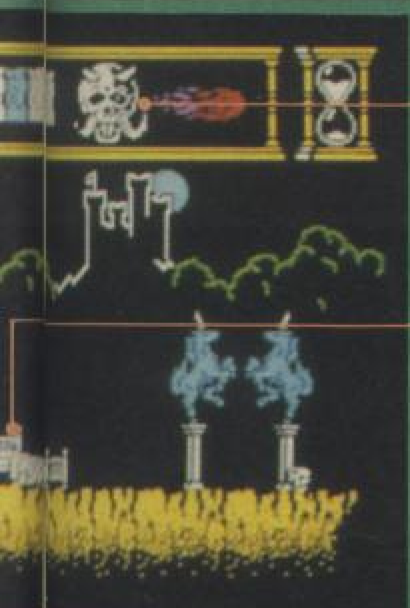
Okay, I've got this far and I've resisted saying it but it's no good, I can't hold out much longer. I take my hat off to *Heartland*. Phew, that's better. And it's nearly true. It won't knock your sockets off but it's a fine game that lets you ease yourself into it until you're ready to take on the real challenge. Take it away Fred, I'm putting on my top hat....

Graphics
Playability
Value for Money
Addictiveness
9



Just 'cos it's an hourglass don't bank on having hours to complete each level. As soon as time starts trickling away, you know it's time for bed — and the next level.

Great balls of fire — these are really hot stuff when it comes to taking out the opposition with a single hit. F'r nice quick deaths use the furnace.



Urgh! Even I don't look that bad after a night on the tiles. Start worrying when the face is this well formed — and start looking for the floating bubbles to replenish your energy.

To sleep, to dream, aye there's the rub. Aye indeed. No chance chum. Your bed's your only means of travelling between levels so make a good note of where you left it or it's the big sleep for you.

TLAND

CON-QUEST

Mastertronic MAD/£2.99

Phil Magic Knight fans had better be pretty good with a joystick before they plough into this little beggar. It's easy to make comparisons between this and David Jones' *Finders Keepers/Spellbound/Knight Tyme* trilogy, but although it's from the same stable (whinny) and takes place in a spooky castle, it's a different Morphy Richards of sardines altogether.

Fast is not the word for it. You don't so much control your character as allow yourself to be dragged around by him. He can traverse three rooms in about two and a half seconds, so there's no room for pootling.

I particularly liked the magic axe - you flying it at all the slimy miscreants you meet and it bounces off the wall and comes back to your hand. (Cor! Jus' like Thor's hammer in ver comix!) There's also the Sphere of Invulnerability - a little jet-powered bubble car you can nip around in to save your strength and pack full with all your objects.

The sprites are a bit iffy but pleasant enough, as long as they keep away from each other to avoid the dreaded attribute probs. The rest of the graphics and sound are reet gradely, giving the game real atmosphere. Addictive? Yup, it's one of those games that really gets under your skin, the kind that beckon you over when you really ought to be doing something else.

My only negative criticisms of this quest are the slightly poor quality of the sprites, and the slightly mindless scenario. One of the main reasons you can't compare this to the Magic Knight trio is that under closer scrutiny it turns out not to be an arcade adventure at all, but a straight shoot'em up. Okay, so if you like shoot'em ups all well and good. But if you're a strategy/adventure fan leave your brain in the drawer and get blasting.

Graphics
Playability
Value for Money
Addictiveness
8



SPELLBOUND 128K

YOUR SINCLAIR MEGAGAME

Mastertronic MAD/£2.99

Phil Gimbal rings, if memory serves, are the little metal hoops that you can find around your toy gyroscope, performing a function that escapes me. This fact, although having a tenuous link with the game in question, is totally useless. *Spellbound 128*, on the other paw, is not useless, in fact it's a very, very good game indeed.

Having wowed people on the 48K Spectrum, Magic Knight is now to be found strutting his flunky stuff in a much expanded and improved version of the Big Spec. The game, for those of you who missed it, is an arcade adventure, which follows the adventures of Magic Knight through the use of Windows, Icons, Joystick and Pointers. WIMP without the mouse, really. (Sort of WINJ, I guess!)

The Wizard Gimbal (geddit?) has been imprisoned in time by one of his own spells, and has sent a message back asking Magic Knight to rescue him. He does this by manipulating objects and casting spells, with the help of the various others of his mates that got sucked down the time-hole with Gimbal.

For those of you who enjoyed the game before or even if you never saw it on 48K, there are a



few things about this new version which knock its illustrious predecessor into a tricorn hat.

Firstly the sprites are better, having their own colours and being more distinct. There's more text and more clues and even more rooms to explore. You can redefine the keys to your own fancy. It is, as they say, a distinctly more substantial game altogether, sorcery fans!

So, the upshot of all this is that *Spellbound* is now, if it wasn't before, a blippin' brilliant game, deserving a place in every big Speccer's collection, forthwith. Or even fifthwith.

Graphics
Playability
Value for Money
Addictiveness
9

STAR FIREBIRDS



Firebird/£1.99

Phil It's blimmin' amazing y'know. Just when you think it's safe to go back into the computer shop, something like this happens. I refuse to play *Space Invaders/Astro Fighter/Galaxians* or any of their million clones unless I'm in a small room on an island in the Pacific where no-one will see me and laugh. No, don't you start... Okay, I'm gonna come out of the closet and declare myself to the world. I like to play *Invaders*, always have done, and always will. So getting into a new version that you can play without embarrassment is a breath of fresh air.

Although this is one of Firebird's cheapest games, the gameplay is lovely and quick, the sound effects are impressive (good synth music too!) and the explosions satisfying enough to sate even the most demanding BEM (bug-eyed monster) butcher.

Interesting note: The names on the Hi-Score Table when you boot up are quotes from *Star Wars*, as the older film buffs among you will suss immediately. Obviously the product of SW fans... ah, I remember, back in the dark ages of 1977... (snip!)

I strongly advise you to buy this game,because for two quid you really can't go wrong!

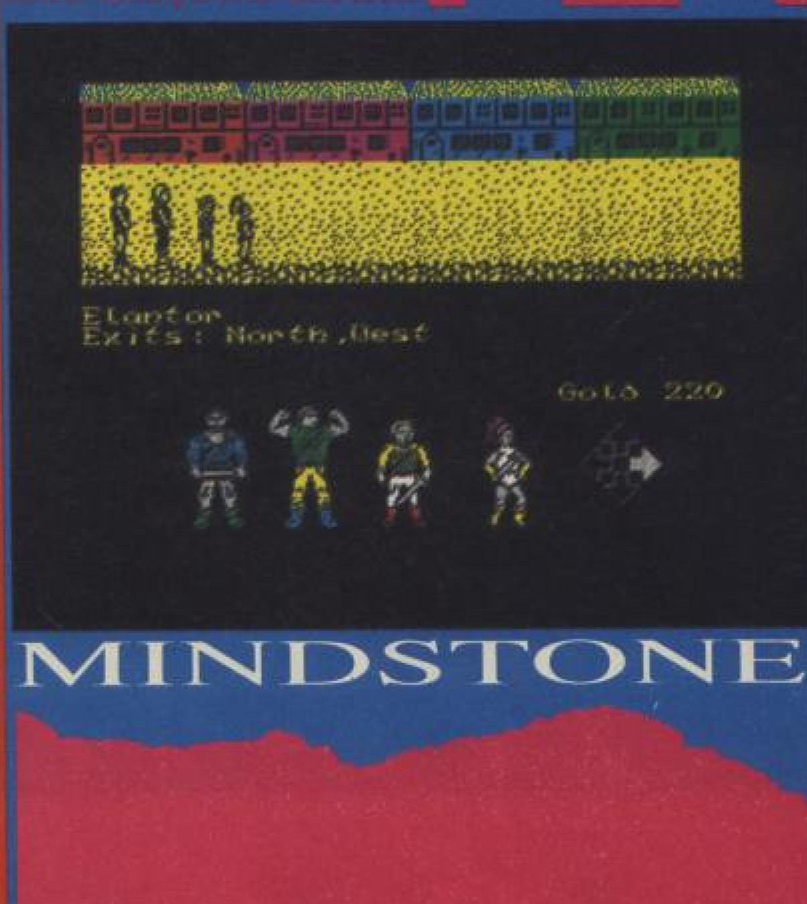
Graphics
Playability
Value for Money
Addictiveness
8

The Edge/£8.95

Chris [illegible]

[illegible]

Graphics
Playability
Value for Money
Addictiveness
6



MINDSTONE

Continued on page 76

SPECTRUM IN MANCHESTER

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ARE YOU STILL PLAYING THE SECOND RATERS?

TAPE 1 QUALIFIERS

MEXICO '86*

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- ★ Choose a 20 man squad to take to the finals.
- ★ Group of 4 prelims. 16 to final knockout comp.
- ★ Extra Time, PENALTY SHOOT-OUTS, where relevant.
- ★ Formation and strength information on opposition.

ENGLAND'S GAMES: FULL PITCH, 22 MAN, 3D GRAPHICS & SOUND EFFECTS

QUAL-SOFT comments: With 5 levels of play, 12 depths of sophistication, and "fun" graphics, this game can be enjoyed by an 8 year old youngster as a "fun" game, and by the most sophisticated as a tactical/strategy challenge of the highest order.

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HARD FACTS SPECIAL

EVERYTHING YOU WANTE[D TO KNOW…]

If you're one of the 70,000 Spectrum 128 owners, here are the hard facts you've been asking for. For the first time, *Steve Adams* exposes the parts other Spectrums cannot reach.

IN THE PRINT

The 128K printer port is only set up as a 'T' channel and it converts all CHR$ into keywords. It excludes those control CHR$ below code 32 decimal. This routine from *Douglas Pickering* of Aldershot allows you to send control characters to the printer so you can either set up the printer to send italics or different types of text or to do a screen dump to printers other than Epson.

```
HEX        Instruction                  Comment
3A 81 5C              ORG 23681         ; (return to Basic)
FE 02                 LD A, (mode)      ;PRINT CHR$ (2)
20 17                 CP 2              ;PRINT ROUTINE
30 06                 JR NZ, NOTTWO     ; MAKE SURE MODE IS 1
32 81 5C              EX AF, AF'
C3 4A 5B   GOBACK     LD (MODE), A
08         OUT        JP #5B4A
CD A3 08   HERE       EX AF, AF'
3E 01                 CALL #08A3
18 EE                 LD A, 1
FE 02                 JR GOBACK
28 E9                 CP 02
08                    JR Z, GOBACK
B7         NOTTWO     EX AF, AF'
CA E6 05              OR A
18 EC                 JP Z, #05E6
                      JR HERE
```

Once you've typed in the machine code using a hex loader or assembler, you then load it into memory at starting location 23681. Save a copy of it and then write in the Basic program - FORMAT "P"; BAUD - which sets the baud rate to whatever you require. Then all you have to do is RANDOMIZE USR 23681 and the program will then run. When you've returned to Basic you can then activate it using LPRINT CHR$ (2); CHR$ (1); "followed by whatever you want to print within quotes". To deactivate it you simply type CHR$ (2); CHR$(0). BEWARE: outputs to port #FD (253) can swop memory!

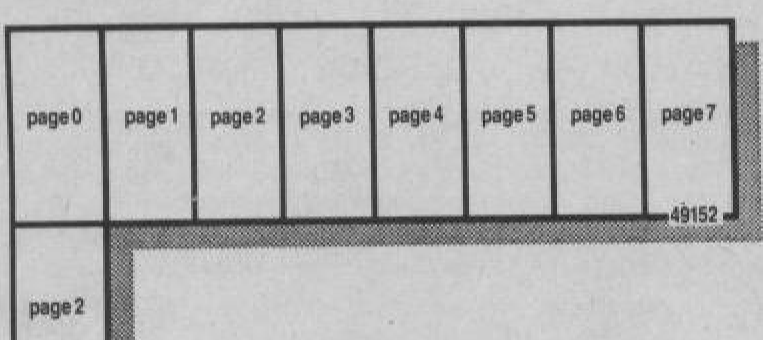
SQUARE PEG SOFTWARE

Despite assurances from Sinclair that all 48K software would be compatible with the 128K Spectrum that's unfortunately not the case. Sinclair actually made subtle changes to the ROM in 48K mode and assumed it wouldn't matter but some programmers were already using that area of memory. Here's a list of all the major incompatible software titles including some 'suspect' stuff:

Elite/Firebird, **Fairlight**/The Edge, **Impossible Mission**/US Gold, **Laser Basic**/Ocean IQ, **Laser Compiler**/Ocean IQ, **They Sold A Million**/US Gold, **World Series Baseball**/Ocean, **Tomahawk**/Digital Integration, **Cylu**/Firebird, **Match Day**/Alligata, **Rambo**/Ocean, **Mikie**/Imagine, **Confuzion**/Incentive, **Spellbound**/Mastertronic, **TLL**/Vortex, **Cyclone**/Vortex, **Nodes Of Yesod**/Odin, **Frank Bruno's Boxing**/Elite, **Alien 8**/Ultimate, **Dun Darach**/Gargoyle, **Night Gunner**/Digital Intergration, **Spy Hunter**/US Gold, **FA Cup Football**/Virgin, **Barry McGuigan's Boxing**/Activision, **Mugsy**/Melbourne House, **Mugsy's Revenge**/Melbourne House, **Skyfox**/Ariolasoft, **Movie**/Ocean, **Hacker**/Activision, **Tasword II**/Tasman, **Gyroscope**/Melbourne House (with Kempston interface) and **Art Studio**/Rainbird.

THE MEMORY MAP

Don't forget to use your memory wisely with the aid of this memory map.



Machine code within Basic is limited to page 2 as this is the only non-moveable area. Only with machine code can you access the pages directly by number, as doing it in Basic can crash the machine code stack at page 0. Machine code can no longer be stored in the printer buffer as the page switching routines are stored there. You can use the pages as a RAM disk as the directory is stored in page 7 along with the extra screen. You should always save this RAM disk to tape/microdrive before resetting or powering off or you'll lose everything!

OPEN THE BOX

RGB. At last a true RGB interface with a mono signal for green screen monitors. There's only one snag - no audio output is provided on the socket, though you can get round this with the Ear and Mic sockets.

Two ZX ULA's. The original ZX Spectrum ULA can only cope with 64K of memory, so Sinclair has included two to cope with refreshing and decoding 128K.



Sound Convertor Section. This converts the three channel sound into a single signal for the TV. If you have any problems with this you can adjust one of the screwdriver slots in the metal covered transformers.

Ear and Mic sockets. These are used for sound when using RGB. The Ear socket can be used with three channel output when the RGB socket is in use. (Most monitors have no sound input and when a video input is in use the TVs cut the TV sound.)

MIDI/Printer Interface. This RS232 style interface is actually the same as the printer connections on the QL. The MIDI interface can be used for input/output or through connection to synths, keyboards and the like. Only one device can be connected, so it's not possible to have a printer and a MIDI device together.

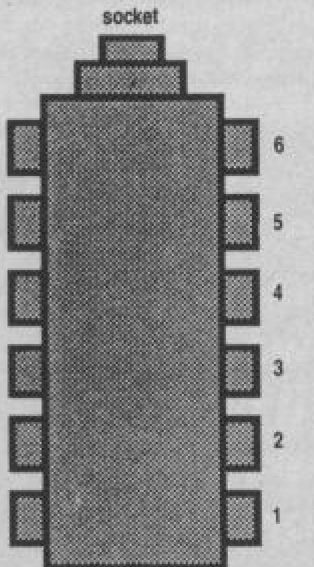
*and quite a few things you didn't.

TED TO KNOW ABOUT THE 128K*

SOUNDING OUT

SOUND AND MIDI INTERFACE

Both are controlled by the 8912 chip. The output port services both RS232, MIDI and the keypad via RS232 type interface chips.



KEY CONNECTIONS

1. 0 volts
2. Input data
3. Output data
4. DTR input (to turn off computer).
5. CTS output (to turn off printer/midi).
6. +12 volts (to set printer connections properly).

PORT OF CALL

Port Address	Effect
Register Control FFFD	(write)
Data BFFD	(write)
Data FFFD	(read)

Any output to port FD should be carried out with care as it also controls the RAM pages. To access ports for sound or I/O the control register should be sent the register number required and then the data sent to the data register. To read the port (sound registers can't be read) use the same method, but use the IN instead of an OUT command to read the data port. The I/O port is register 14, sound registers number from 0-13, with register 7 controlling the sound output and the direction of the I/O port.

SPECTRUM +2

If you've already got a 128K you should know a lot more about it now. If you haven't got a 128K and you're thinking of buying one you probably intend to wait until nearer Christmas and buy Amstrad's new Spectrum +2 due to be launched at the PCW show in September.

It's very similar to the 128K so you'll be able to keep this Hard Facts Special *and see at a glance what's what. Even better I'll be bringing you an update on all the differences between the 128K and the Spectrum +2 in a later issue - don't miss it!*

Just to be going on with, here are the major changes I know about so far. The keyboard will be the same as on the Amstrad 6128, there'll be a built-in tape recorder and never again will you see the Copyright Sinclair Research Ltd message on power-up 'cos it's been changed to Copyright Amstrad. As far as I know that's the only change to the ROM but that's not surprising since one of Amstrad's staff assigned to the Spectrum +2 project has been heard to say, "After all, there's not much you can do to ruin a machine in three weeks". Mind you, they've had a good go with the joystick port. It's only Sinclair joystick compatible and the pins aren't configured to accept standard Atari joysticks. So if you want to plug a stick straight in you'll have to buy Amstrad's new compatible joystick - and word is it's not one of the best. No doubt other manufacturers will soon step in to put the situation to rights. Apart from that the only other big change is the colour - the Spectrum +2 is grey not black. Is nothing sacred!

HARD FACTS

Here are some handy hints on new, compatible and incompatible hardware.

HARD 'N' FAST

This little lot should work on the 128K with no problems: *Currah MicroSpeech, ZX LPRINT II, QL RS232 to Centronics interfaces, Kempston joystick interface, XRI MIDI interface and Interface 1.*

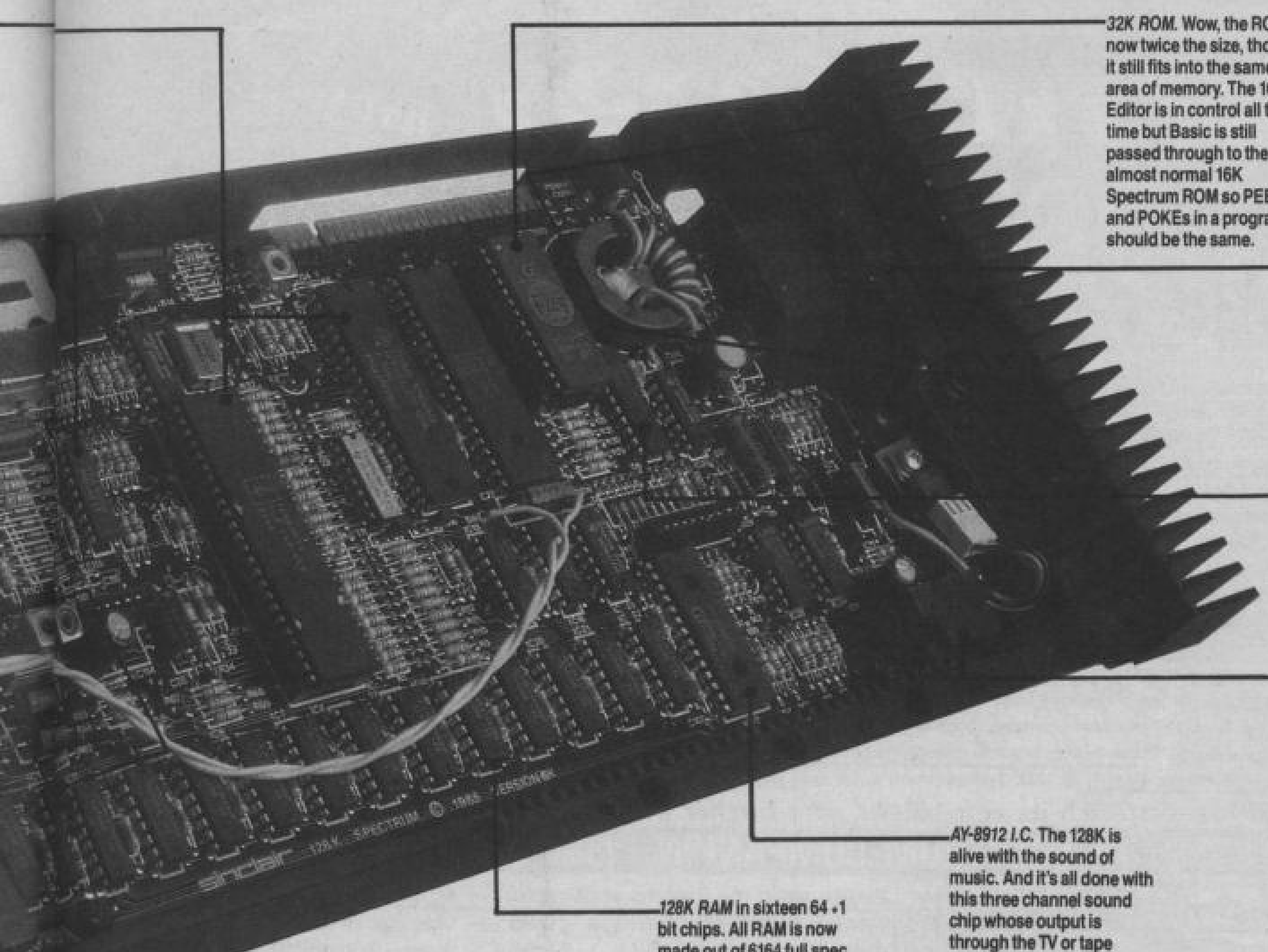
HARD LINES

Unfortunately you won't have as much luck with these add-ons — they're either incompatible or awkward to use. *Wafadrive, Microdriver 2, SpecDrum, Opus 1 disk interface, Beta disk drive, ZX printer, Alphacom 32, Seikosha 50S printer, AMX mouse and the Multiface 1.* The VTX 5000 can be made to work by putting a switch between 0 volts and the switching transistor collector in the VTX itself.

ON LOCATION

Here are a few very useful locations in the 128K Spectrum:

23388 Holds the RAM disk bank number to return to (sys variable BANKM)
23390 Contains error number to return to the OLD ROM
23386 Return address in NEW ROM (used whenever a new ROM routine is called)
23391 Baud rate in time states
23398 Various flags for RAM disk
23325 Hold addresses of ON ERROR routine.



32K ROM. Wow, the ROM is now twice the size, though it still fits into the same 16K area of memory. The 16K Editor is in control all the time but Basic is still passed through to the almost normal 16K Spectrum ROM so PEEKs and POKEs in a program should be the same.

Power Supply and Filter. This is a modified version of the Spectrum+ power supply. It's been much improved with a filter to cut out mains interference as standard. Never will your transformer sing again.

PAL I.C. A completely new addition to the Spectrum+ that does the page switching for the sound chip and RAM pages.

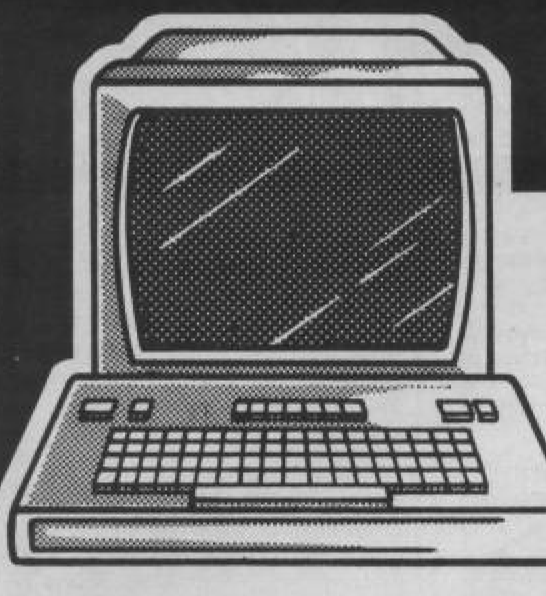
Keypad Interface. Originally this socket was intended for use with the extra keypad for calculator/editing on the 128K. It's now obsolete as most functions can be imitated by the keyboard. Good news as it saves you £20! Here are the 128K keyboard connections:
1. +5 volts
2. DTR (input)
3. CTS (output)
4. RX (input)
5. TX (output)
6. Ov

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128K RAM in sixteen 64 • 1 bit chips. All RAM is now made out of 6164 full spec chips, rather than half working 32K chips, and separate power hungry 4116's for the video RAM. Also there's no need for a −5 volt supply for the RAMs.

Photography: Liz Heaney

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ELITE

NOT SO MUCH A GAME...

...more of a way of death! Death in the cold, dark, gloomy, friendless, vacuum-swept icy wastes of space. *Elite* — not so much a game... more a way of staying up into the early hours of the morning, with a steamy mug of "cocoa" and a glint in your eye as you battle to become one of them — yes, one of the Elite.

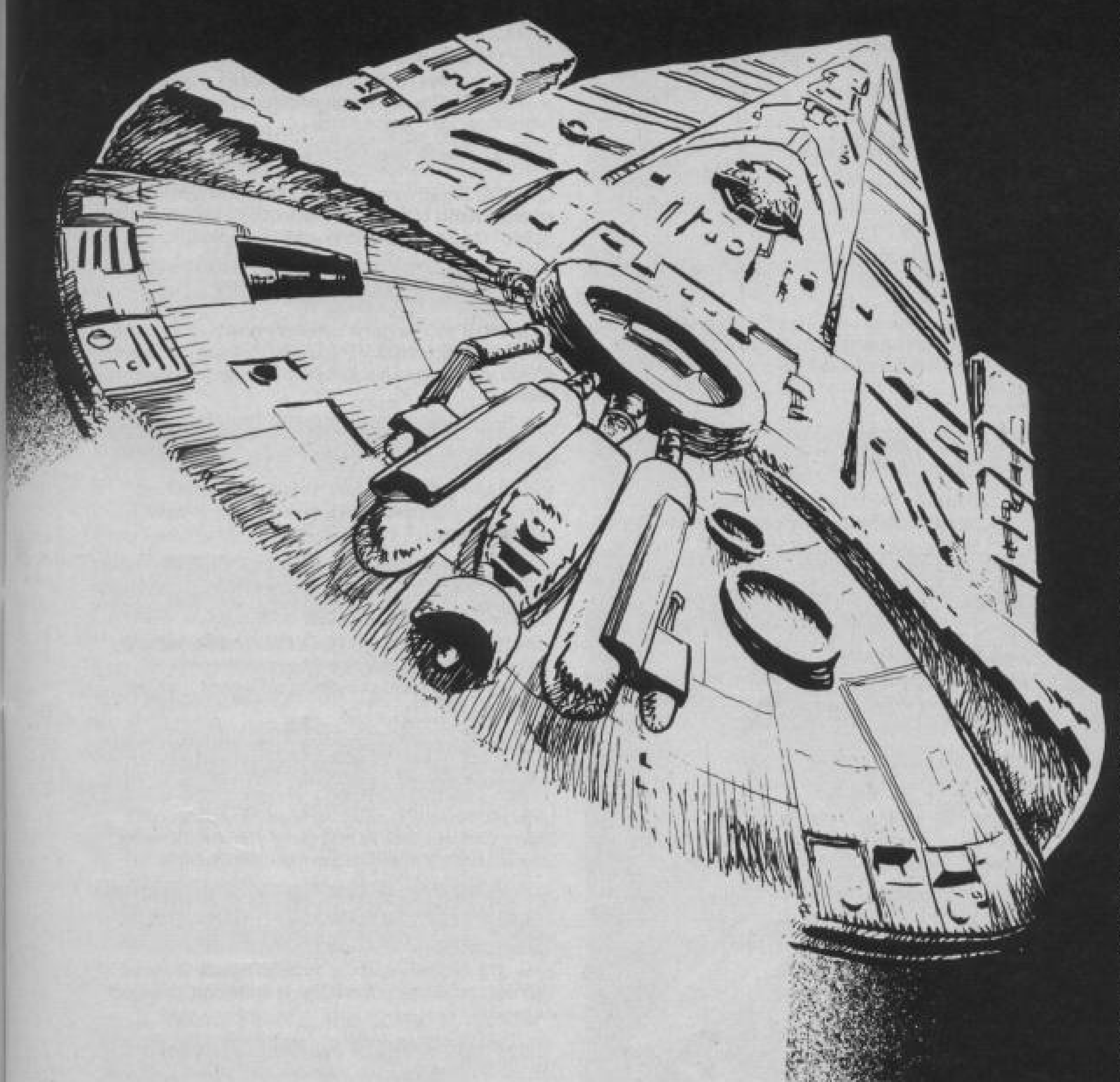


Illustration: Dave Elliott

Who would ever have imagined it in even their wildest dreams? A game set in a universe of eight galaxies each with over 250 planets just waiting to be explored. A game where you're given the chance to take command of a ship and discover the secrets of space whilst fighting second by second for your survival. But it became a reality with the appearance of *Elite* by Acornsoft which came out for the BBC way back in 1984. Speccy owners had to wait a bit longer for Firebird's *Elite*. It hit our screens like a star going nova in September 1985 but, boy was it worth it.

As soon as it was released it shot straight to number one and stayed in the chart for a whacking 18 months. It's since sold nigh on 50,000 copies! Fast and action-packed, *Elite* combines skill, strategy and raw aggression.

Programmed by Torus, the game is based on a very simple idea — capitalism. You command a ship and fly it around the eight galaxies visiting planets to buy and sell cargo whilst fighting off a barrage of pirates, bounty hunters and police. Only in that way will you raise yourself from the humble rating of 'Harmless' to that of 'Elite'. But it's the implementation of the idea that's so brilliant — the graphics are superb and the size of the game amazing — it's so addictive that you'll hardly be able to tear yourself away from it to watch *Blue Peter*!

But reaching the dizzy heights of Elite is so difficult that Firebird offered Elite Commander badges to those who managed it. Only one snag really — a bug! No, not a beetle, but a bloomin' big cock up in the code. Type 'Y' when you're asked whether you want a new Commander and then select option 2. Now enter your name and save your position (you don't have to press play on the cassette player) then press any key and Exit with 3. What happens? Yes, you've got the security rating of Elite, 653425253.5 credits and enough hardware to destroy half the universe this side of Watford. Poor ol' Firebird then didn't know who'd reached Elite status by cheating and who'd got there with skill. Now read on to find out how to cheat at *Elite* and how to win fair and square with all the hints'n'tips you'll ever need and the most comprehensive hacking program for any game ever to appear in print. ▶

ELITE

HACKED TO BITS!

Firebird's *Elite* — a game rarely completed. But we can rebuild it, we have the technology. ZZKJ rips *Elite* to bits and reconstructs it piece by piece to give you the biggest hack ever plus the ability to completely redesign your character.

Everyone's heard of Firebird's *Elite*, most people have played it but only the select few have actually mastered it and reached *Elite* status. (And no, using the famous bug doesn't count.) Well, it's all gonna change with my amazing *Elite* Hacking program that'll allow you to do almost everything, except make the tea of course.

I have to admit, though, that I first got the idea from Mick West who sent in a routine for infinite shields and fuel. It hit me in a cosmic flash — why not the complete megahack for the greatest game of all time? I set about adding as many features as I could to Mick's original program and came up with this truly mega arsenal of features.

WARNING: These POKEs do not work with the 128K version of *Elite* — look out for an update in a *Hacking Away* coming your way soon.

HACKING PROGRAM

Welcome aboard the Elite Hacking Program. You are equipped with a variety of POKEs to aid you in your mission. Here are your instructions: first type in the program, save it and then run it. The main block of code has a checksum so you should be able to spot any mistakes. However the POKEs at the end of the program don't have a checksum so be careful when you're typing them in.

When you're ready, run it with your fully rewound Elite tape in the cassette recorder and stand back — you're about to take-off.

It's a good idea to put the POKEs in the first time you type in the program — though if you do use them all you'll kill the game stone dead so I've annotated the program to show you what each POKE does.

RED ALERT: all the POKEs must be entered in the order shown, though you may delete some of them afterwards.

```
  10 REM ELITE HACKING PROGRAM.
@ZZKJ 16/3/1986
  20 LET t=0: FOR n=64643 TO 648
07: READ a: POKE n,a: LET t=t+a:
 NEXT n
  30 IF t<> 19301 THEN  PRINT "C
HECKSUM ERROR": STOP
  40 FOR n=n TO 1e9: READ a: IF
a<256 THEN  POKE n,a: NEXT n
  50 POKE 23693,0: POKE 23624,0:
 CLS : RANDOMIZE 1267+USR 64643
  70 DATA 118,205,162,45,127,90,
90,75,74,72,59,59,225,17,167
  80 DATA 252,6,129,26,203,65,40
,3,134,24,1,174,18,19,16
  90 DATA 243,35,13,242,144,252,
111,169,25,195,95,109,72,143,181
 100 DATA 127,102,169,113,115,78
,123,100,175,195,95,5,67,143,80
 110 DATA 106,127,211,67,102,148
,98,196,67,95,211,119,146,207,67
 120 DATA 102,211,95,206,67,115,
115,67,102,119,98,132,70,115,199
 130 DATA 67,111,52,52,211,37,99
,72,102,115,98,60,169,95,52
 140 DATA 163,146,71,169,102,117
,98,170,169,95,56,163,146,173,16
6
 150 DATA 102,169,117,52,169,171
,195,40,166,163,140,53,195,43,52
 160 DATA 175,119,155,75,174,170
,146,74,196,159,119,95,97,163,14
3
```

```
 170 DATA 52,61,127,52,127,203,2
11,229,143,214,150,117,50,44,25
 200 DATA 50,93,154: REM ENERGY
```

Line 200 This is one of Mick's POKEs — it'll give you infinite energy and your shields won't go down.

```
 210 DATA 50,23,156: REM MISSILE
S
```

Line 210 Infinite missiles will come in very handy when you're in a tight situation.

```
 220 DATA 50,23,165: REM BLOW UP
 SPACESTATIONS
```

Line 220 You'll need either the ECM System Jammer or the Cloaking Device for this to work. Once you have these this POKE'll allow you to blow a space station to smithereens simply by firing a missile at it.

```
 230 DATA 50,243,163: REM LAUNCH
 THARGONS
```

Line 230 Makes the Space Station launch Thargoids at you instead of Vipers when you fire at it. This is only effective if you shoot with a laser or don't have the above POKE fitted.

```
 240 DATA 50,0,183: REM ONE HIT
TO DESTROY
```

Line 240 Overkill or what? Allows you to install the ZZKJ Laser Boosting System. Everything (except for Space Stations) will be destroyed with only one blast from whichever type of laser you have fitted.

```
 250 DATA 50,167,182: REM LASER
TEMP
```

Line 250 Flying around the galaxy shooting everything that moves can get you a little hot under the collar — this POKE'll keep you ice cool.

```
 260 DATA 50,165,222: REM FUEL
```

Line 260 Another of Mick's POKEs. Gives you everlasting fuel.

```
 270 DATA 50,216,219,50,226,219:
REM HYPER ANYWHERE
```

Line 270 So, you wiped out one galaxy and it's time to move on to another. Well, this'll allow you to hyperspace as far as you like and makes refuelling unnecessary. Beware though, 'cos this POKE stops all checks on fuel so it's advisable to use the infinite fuel POKE so that you don't end up with odd levels.

```
 280 DATA 50,196,219: REM GALACT
HYPER
```

Line 280 Use this POKE in conjunction with the one above — it'll allow you to Galactic Hyperspace as often as you like.

```
 290 DATA 50,51,156: REM ESCAPE
```

Line 290 If you prefer a fair fight this one's for you. It'll give you an Escape Pod to wangle your way out of sticky situations.

```
 300 DATA 50,80,156: REM NO LOSS
```

Line 300 There's just one problem with using an Escape Pod — it causes you to lose all your cargo. Not any more with this little POKE.

```
 310 DATA 50,6,232: REM CARGO
```

Line 310 If your only problem is lack of cargo space, relax. You now have an infinitely large cargo bay, well almost. The only limit is that you can't carry more than 255 of one item.

```
 320 DATA 50,148,112: REM BOMB
```

Line 320 Bored of fighting or just a coward? Hit the energy bomb button and you'll obliterate everything except for Space Stations and Thargoids.

```
 330 DATA 62,201,50,160,112: REM
 NO BOMB FLASH
```

Line 330 If you've got a constant energy bomb you tend to use it constantly and the flashing on screen drives you crazy. Use this POKE to restore your sanity.

```
 340 DATA 62,3,50,245,211,62,24,
50,3,212: REM CASH
```

Line 340 Infinite cash sir? That'll do nicely! And that's just what this POKE gives you — infinite buying power.

```
 350 DATA 175,50,27,240,50,37,24
0,62,24,50,186,163: REM E.C.M.
JAMMER
```

Line 350 This'll give you an ECM System Jammer that allows you to destroy all missiles on the scanner. Also used in blowing up Space Stations; see line 220.

```
 360 DATA 62,33,50,90,240,62,246
,50,94,240,175,50,96,240: REM
CLOAKING DEVICE
```

Line 360 Have you seen the invisible spacecraft? Didn't think so! This POKE gives you the Cloaking Device which'll make you completely invisible.

```
 370 DATA 62,195,50,22,117,175,5
0,220,180,50,185,183: REM INDEST
RUCT
```

Line 370 Allows you to fly through Space Stations, Planets and Suns without being smashed, crashed or melted.

```
 380 DATA 201,999: REM END MARK
```

Line 380 This ends the POKEs and you *must not* leave it out.

DESIGNER PROGRAM

Right, now you've got every conceivable hack up your sleeve how about a complete redesign of your character? Sounds good eh? With my menu driven program you can alter every aspect of your character. It allows you to change your status, rating and weapons and you may also change your cargo or the cargo of the station you're docked at. Then all you have to do is save it off to tape to be reloaded into the game.

DESIGNER DESIGN

All the program's input is done through a one line window at the bottom of the screen rather like the usual Speccy input function. This is because the program has to check the validity of your data for loads of different types of input.

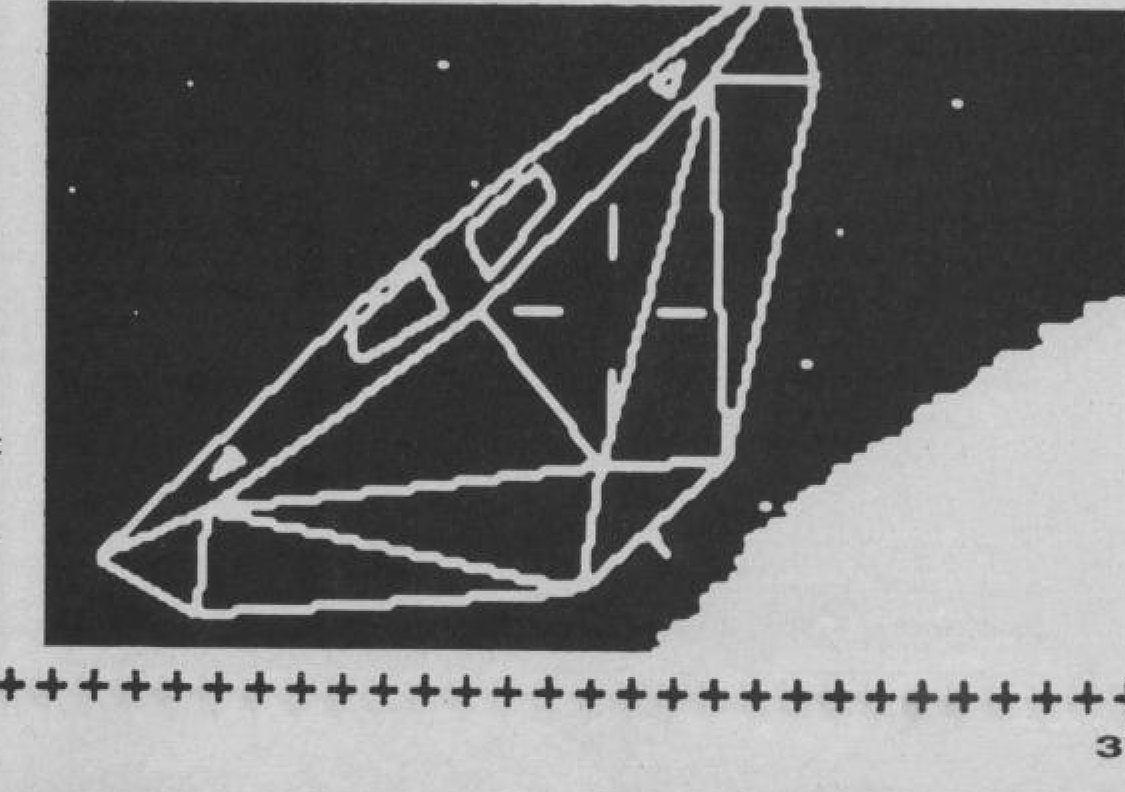
Initially you'll get four options at the bottom of the screen — Character, Cargo, Station Cargo, and Save. All you have to do is simply press 1,2,3 or 4 to select an option. You'll then get a screen nearly identical to that of the corresponding screen in the game. Move the large arrow up and down through the options using Shift and the 6 and 7 keys (or the cursor keys if you've got a Spectrum+). As you do so the one line message at the bottom of the screen will change as applicable and inform you what you have to do to change an option.

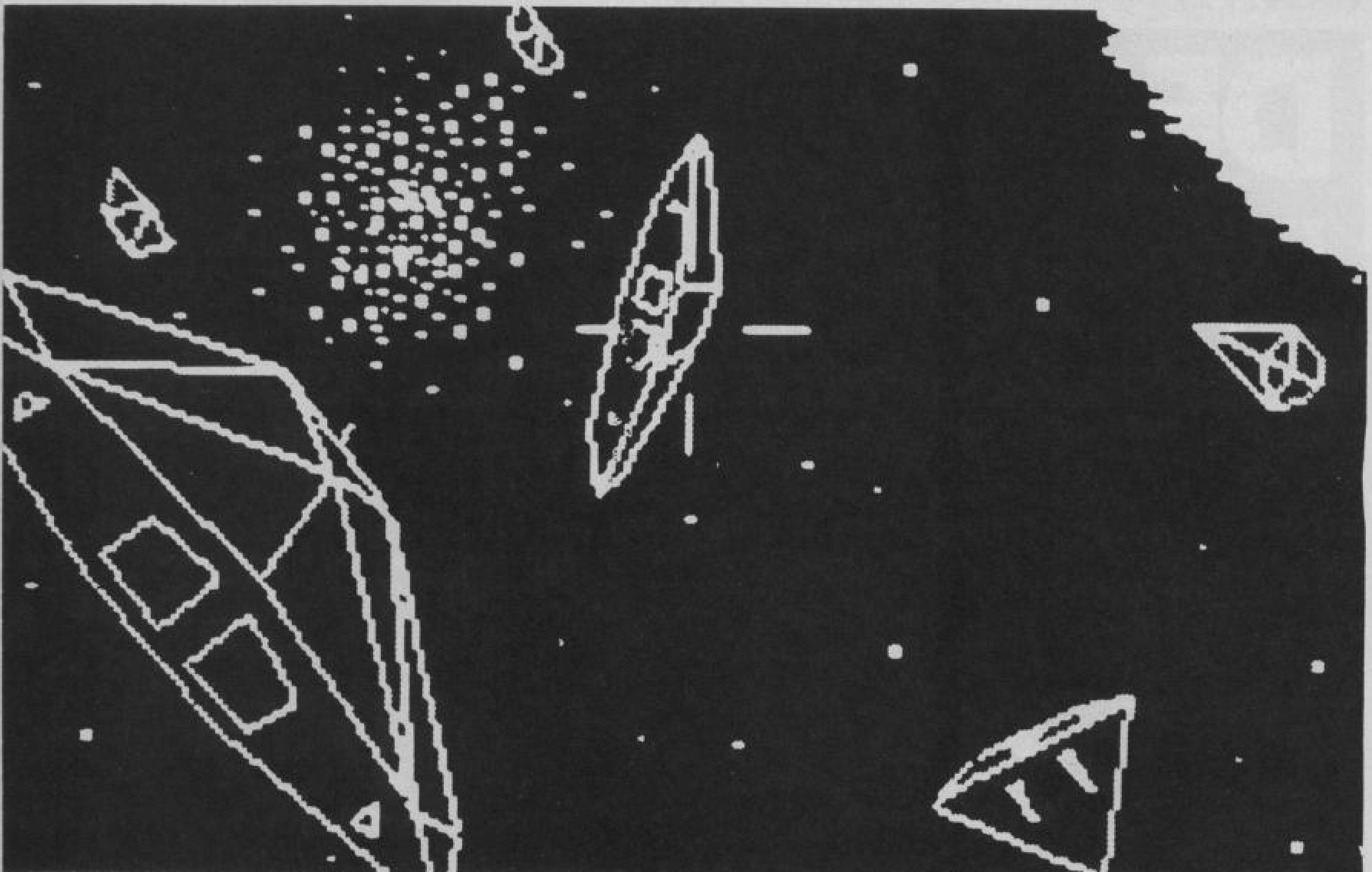
THINK OF A NUMBER

For example, when you're in 'Change Character' mode and the arrow is pointing at the Galaxy number you'll get the message 'Press Galaxy Number 1-8' but as you move to fuel the message'll change to 'Press C' to alter the fuel. The input is intelligent so don't try putting in more than the maximum allowed for that particular input 'cos it won't allow you to type it in. Take fuel for example, you can only carry 255 units of fuel so if you've inputted 25 the program only allows you to enter a number between 0 and 2. Easy isn't it? Well, not easy but you'll pick it up. 255 is the maximum for all numeric inputs apart from cash where it is 65535999.9 Credits.

To return to the main menu option just press Space, provided, of course, you're not in the middle of typing in an input. When altering the cargo available at a Space Station you'll find that the aliens and refugees aren't present as you really wouldn't want to buy either of them. You can however put them into your own cargo so you can sell them to a Station when you arrive. When you've finished redesigning everything press Space to get back to the main menu and then select 4 to get to the sub menu, Save. You're then all set to save off your new character and stations data to be reloaded back into the game. Take it away Cap'n.

```
  10 DEF FN n$(x)=CHR$ 16+CHR$ 7
+"   "(LEN STR$ x TO 3)+STR$ x
  20 DEF FN c$(y,p)=CHR$ 22+CHR$
 y+CHR$ 25+g$(1+NOT p)
  30 DEF FN a$(y,x,d,s)=CHR$ 22+
CHR$ y+CHR$ x+CHR$ (32+(116-d)*s
)+CHR$ (32+116*s)+CHR$ (32+(114+
d*2)*s)
  40 BORDER 0: PAPER 0: INK 7: C
LEAR 49999: PRINT AT 11,9;"Pleas
e Wait....": LET dat=50176: LET
mcode=50000: LET copy=mcode+14:
LET spec=0
  50 DEF FN p(x)=PEEK (dat+x)
  60 DIM r$(9,19): FOR n=1 TO 9:
 READ r$(n): NEXT n
  70 DIM e$(9,20): FOR n=1 TO 9:
 READ e$(n): NEXT n
  80 DIM p$(4,6): FOR n=1 TO 4:
READ p$(n): NEXT n
  90 DIM l$(5,3): FOR n=1 TO 5:
READ l$(n): NEXT n
 100 DIM c$(17,12): FOR n=1 TO 1
7: READ c$(n): NEXT n
 110 FOR n=USR "A" TO USR "E"+7:
 READ a: POKE n,a: NEXT n
 120 FOR n=mcode TO mcode+13+6:
READ a: POKE n,a: NEXT n
 130 LET n=dat: LET n$="JAMESON"
 140 READ a: IF a>900 THEN  GO T
O 170
 150 IF a THEN  POKE n,a: LET n=
n+1: GO TO 140
 160 READ a: FOR n=n TO n+a: POK
E n,0: NEXT n: GO TO 140
 170 DIM g$(2,6): LET g$(1)="Fit
ted": LET v$="C": LET u$="Not Pr
esent     ": LET y$=CHR$ 22+CHR$
1+CHR$ 0+"Press C to change ": L
ET w$=y$(1 TO 3)+CHR$ 6+CHR$ 6+y
$(1 TO 3)+"Enter ": LET f$=CHR$
18+CHR$ 1+"C"+CHR$ 18+CHR$ 0+" "
+CHR$ 8+CHR$ 8
 180 GO SUB 1060: PRINT  FLASH 1
;AT 1,2;"E L I T E Character Des
igner": INK 7
 190 PRINT AT 11,3;"© ZZKJ 1986,
 Printed in YS"
 200 REM Main Option Loop
 210 POKE dat+92,spec: LET ex=0:
 PRINT #0;AT 1,0;"1234 - Charac,
Cargo,Station,Save"
 220 GO SUB 1360: IF k$="1" THEN
  GO SUB 270: GO TO 210
 230 IF k$="2" THEN  GO SUB 1390
: GO TO 210
 240 IF k$="3" THEN  GO SUB 1520
: GO TO 210
 250 IF k$="4" THEN  GO SUB 1540
: GO TO 210
 260 GO TO 220
 270 REM Alter Character
 280 LET par=1: LET parm=21: GO
SUB 1060: PRINT AT 1,5;"COMMANDE
R ";n$
 290 PRINT AT 3,1;"Galaxy: "; IN
K 7;FN p(17)+1;
 300 PRINT "      Fuel: ";FN n$(F
N p(46)/10);" L Yrs"
 310 LET c=INT ((FN p(20)+256*FN
 p(21)+10000*FN p(18)+256000*FN
p(19))/10)
 320: PRINT AT 4,1;"Cash: ";: IN
K 7: PRINT c;".0 Cr"
 330 PRINT  INK 5;AT 5,1;"Legal
Status: ": LET n=FN p(11): GO SU
B 1090
 340 PRINT  INK 5;AT 6,1;"Rating
: ";: LET n=FN p(14): IF n THEN
 GO TO 370
 350 LET n=FN p(13)-1: IF n<7 TH
EN  LET n=7
 360 PRINT r$(INT (LN n/LN 2)-1)
: GO TO 410
 370 IF n<3 THEN  PRINT r$(6): G
O TO 410
 380 IF n<11 THEN  PRINT r$(7):
GO TO 410
 390 IF n<26 THEN  PRINT r$(8):
GO TO 410
 400 PRINT r$(9)
 410 INK 5: PRINT AT 7,1;"EQUIPM
ENT:    ";
 420 PRINT "Missiles:";FN n$(FN
p(47))
 430 FOR n=1 TO 9: PRINT AT 7+n,
4;e$(n): NEXT n
 440 FOR n=1 TO 4: PRINT AT 16+n
,1;: LET p=FN p(40+n): PRINT p$(
n);"Laser Type: "; INK 7-2*NOT p
;l$(p+1): NEXT n
 450 PRINT AT 21,4;"Cloaking Dev
ice": INK 7: LET b=6: GO SUB 112
0: PRINT FN c$(21,p):
 460 PRINT FN c$(8,FN p(48));FN
c$(9,FN p(49))
 470 LET b=7: GO SUB 1120: PRINT
 FN c$(10,p)
 480 FOR n=1 TO 6: PRINT FN c$(1
0+n,FN p(51+n)): NEXT n: INK 7:
LET ex=0
 490 IF par<8 THEN  GO SUB 1620+
par*10: GO TO 550
 500 LET y=par: PRINT FN a$(y,1,
0,1): IF par<11 THEN  GO SUB 162
0+par*10: GO TO 540
 510 IF par<17 THEN  GO SUB 980:
 GO TO 540
 520 IF par<21 THEN  GO SUB 1010
: GO TO 540
 530 GO SUB 1040
 540 PRINT FN a$(y,1,0,0)
 550 IF NOT ex THEN  GO TO 490
 560 RETURN
 570 PRINT FN a$(1,28,1,1): PRIN
T #0;y$;"name",: LET i$=v$: GO S
```





```
UB 1150: IF k$="" THEN  PRINT FN
 a$(1,28,0,0): RETURN
 580 PRINT #0;w$;"new name: ";f$
;: LET n$="": LET n=0: POKE 2365
8,3
 590 GO SUB 1360
 600 IF CODE k$=13 THEN  PRINT #
0,: GO TO 660
 610 IF CODE k$=12 AND n THEN  L
ET n=n-1: LET n$=n$(1 TO n): PRI
NT #0;CHR$ 8;f$;: GO TO 590
 620 IF n=10 THEN  GO TO 590
 630 IF k$<"0" OR k$>"Z" THEN  G
O TO 590
 640 IF k$>"9" AND k$<"A" THEN
GO TO 590
 650 LET n=n+1: LET n$=n$+k$: PR
INT #0;k$;f$;: GO TO 590
 660 PRINT AT 1,15; INK 5;n$;TAB
 27: FOR n=1 TO n: POKE dat-1+n,
CODE n$(n): NEXT n: POKE dat-1+n
,0: GO TO 570
 670 PRINT #0;AT 1,0;"Press gala
xy number: 1-8",: PRINT FN a$(3,
11,1,1): LET i$="12345678"
 680 GO SUB 1150: IF k$="" THEN
 PRINT FN a$(3,11,0,0): RETURN
 690 PRINT AT 3,9;k$: POKE dat+1
7,CODE k$-49: GO TO 680
 700 PRINT #0;y$;"fuel",: PRINT
FN a$(3,11,0,1): LET i$=v$: GO S
UB 1150: IF k$="" THEN  PRINT FN
 a$(3,11,0,0): RETURN
 710 PRINT #0;w$;"10 times fuel:
 ";: GO SUB 1250: POKE dat+46,nu
m: PRINT AT 3,21;FN n$(num/10):
GO TO 700
 720 PRINT #1;y$;"cash",: PRINT
FN a$(4,28,1,1): LET i$=v$
 730 GO SUB 1150: IF k$="" THEN
 PRINT FN a$(4,28,0,0): RETURN
 740 PRINT #0;w$;"cash: ";f$;: L
ET n=0
 750 GO SUB 1360: IF CODE k$=13
THEN  PRINT #0,: GO TO 800
 760 IF CODE k$=12 AND n THEN  L
ET n=INT (n/10): PRINT #0;CHR$ 8
;f$;
 770 IF k$<"0" OR k$>"9" OR n>65
53599 THEN  GO TO 750
 780 LET n=10*n+CODE k$-48: IF n
 THEN  PRINT #0;k$;f$;
 790 GO TO 750
 800 PRINT AT 4,7;n;".0 Cr
": LET n=n*10: LET nh=INT (n/100
00): LET nl=n-nh*10000: LET n1=I
NT (nh/256): LET n2=nh-256*n1
 810 LET n3=INT (nl/256): LET n4
=nl-256*n3: POKE dat+19,n1: POKE
 dat+18,n2: POKE dat+21,n3: POKE
 dat+20,n4: GO TO 720
 820 PRINT #0;y$;"Status",: PRIN
T FN a$(5,28,1,1): LET i$=v$: GO
 SUB 1150: IF k$="" THEN  PRINT
FN a$(5,28,0,0): RETURN
 830 PRINT #0;w$;"status 0,1-49,
50+: ";: GO SUB 1250
 840 LET n=num: POKE dat+11,n: G
O SUB 1090: GO TO 820
 850 PRINT #0;AT 1,0;"Press Rati
ng number (1-9)",: LET i$="12345
6789": PRINT FN a$(6,28,1,1)
 860 GO SUB 1150: IF k$="" THEN
 PRINT FN a$(6,28,0,0): RETURN
 870 LET p=CODE k$-47: PRINT AT
6,9;r$(p-1): POKE dat+13,0: POKE
 dat+14,0: IF p=1 THEN  GO TO 86
0
 880 IF p<8 THEN  POKE dat+13,2^
p+1: GO TO 860
 890 IF p<10 THEN  POKE dat+14,3
+(p-8)*8: GO TO 860
 900 POKE dat+14,26: GO TO 860
 910 PRINT #0;y$;"missiles",: LE
T i$=v$: PRINT FN a$(7,28,1,1):
GO SUB 1150: IF k$="" THEN  PRIN
T FN a$(7,28,0,0): RETURN
 920 PRINT #0;w$;"missiles: ";:
GO SUB 1250: POKE dat+47,num: PR
INT AT 7,23;FN n$(num): GO TO 91
0
 930 LET ofs=48: GO TO 990
 940 GO SUB 1340: IF k$="" THEN
 RETURN
 950 POKE dat+49,127*p: GO TO 94
0
 960 GO SUB 1340: IF k$="" THEN
 RETURN
 970 LET b=7: GO SUB 1130: GO TO
 960
 980 LET ofs=par-11+52
 990 GO SUB 1340: IF k$="" THEN
 RETURN
1000 POKE dat+ofs,255*p: GO TO 9
90
1010 PRINT #0;AT 1,0;"Press ";p$
(par-16);"Laser (0-4)",: LET i$=
"01234"
1020 GO SUB 1150: IF k$="" THEN
 RETURN
1030 LET p=CODE k$-48: POKE dat+
par+24.p: PRINT AT y,22; INK 7-2
*NOT p;l$(p+1): GO TO 1020
1040 GO SUB 1340: IF k$="" THEN
 RETURN
1050 LET b=6: GO SUB 1130: GO TO
 1040
1060 BRIGHT 1: BORDER 0: INK 0:
PAPER 0: CLS
1070 INK 7: PLOT 255,0: DRAW 0,1
75: DRAW -255,0: DRAW 0,-175
1080 PLOT 0,155: DRAW 255,0: INK
 5: PRINT #0;AT 0,0;CHR$ 144;: F
OR n=1 TO 30: PRINT #0;"_";: NEX
T n: PRINT #0;CHR$ 145: RETURN
1090 PRINT AT 5,15;: IF NOT n TH
EN  PRINT "Clean   ": RETURN
1100 IF n<50 THEN  PRINT "Offend
er": RETURN
1110 PRINT "Fugitive": RETURN
1120 POKE 22562,0: POKE 16418,sp
ec: LET p=POINT (23-b,167): RETU
RN
1130 POKE 22562,0: POKE 16418,sp
ec: PLOT  INK 0, OVER 0,23-b,167
: IF NOT p THEN  PLOT  INK 0, OV
ER 1,23-b,167
1140 LET spec=PEEK 16418: RETURN

1150 POKE 23658,8: GO SUB 1370
1160 IF CODE k$=10 OR k$="A" THE
N  LET par=par+1: GO TO 1220
1170 IF CODE k$=11 OR k$="Q" THE
N  LET par=par-1: GO TO 1230
1180 IF k$=" " THEN  LET ex=1: G
O TO 1240
1190 IF k$=":" THEN  POKE 16418,
0: RANDOMIZE USR copy: GO TO 115
0
1200 FOR k=1 TO LEN .$: IF k$=i$
(k) THEN  RETUPN
1210 NEXT k: GO TO 1150
1220 IF par>parm THEN  LET par=1
1230 IF par<1 THEN  LET par=parm
1240 LET k$="": RETURN
1250 LET num=0: PRINT #0;f$;
1260 GO SUB 1360
1270 IF CODE k$=13 THEN  PRINT #
0,: RETURN
1280 IF CODE k$=12 AND num THEN
 LET num=INT (num/10): PRINT #0;
CHR$ 8;f$;: GO TO 1260
1290 IF k$<"0" OR k$>"9" THEN  G
O TO 1260
1300 IF num>25 THEN  GO TO 1260
1310 IF num=25 AND k$>"5" THEN
GO TO 1260
1320 LET num=10*num+CODE k$-48:
IF num THEN  PRINT #0;k$;f$;
1330 GO TO 1260
1340 PRINT #0;AT 1,0;"1=Present,
 0=Not Present",: LET i$="10": G
O SUB 1150: IF k$="" THEN  RETUR
N
1350  LET p=CODE k$-48: PRINT FN
 c$(y,p): RETURN
1360 FOR i=1 TO 10: NEXT i
```

```
1370 LET k$=INKEY$ : IF k$="" TH
EN  GO TO 1370
1380 BEEP .0005+PEEK 23609/2000,
34.37: RETURN
1390 REM Alter Cargo
1400 GO SUB 1060: PRINT AT 1,3;
INK 5;"COMMANDER ";n$;: LET ofs=
22
1410 PRINT  INK 5;"'S CARGO": LE
T par=1: LET opr=1: LET parm=17-
(ofs>22)
1420 PRINT AT 3,5; INK 7;"PRODUC
T      QUANTITY"
1430 FOR n=1 TO parm: PRINT AT n
+3,5;c$(n);TAB 22;FN n$(FN p(ofs
+n)): NEXT n: INK 7: IF parm=16
THEN  GO TO 1450
1440 LET parm=18: LET b=5: GO SU
B 1120: PRINT AT 21,5; INK 5;"Re
fugees": INK 7;TAB 20;u$(5-4*NOT
 p TO LEN u$-4*NOT p);
1450 PRINT FN a$(opr+3,1,0,0): I
F ex THEN  RETURN
1460 LET opr=par: PRINT FN a$(pa
r+3,1,0,1): IF par=18 THEN  GO T
O 1490
1470 PRINT #0;y$;c$(par),: LET i
$=v$: GO SUB 1150: IF k$="" THEN
  GO TO 1450
1480 PRINT #0;w$;c$(par);": ";:
GO SUB 1250: POKE dat+ofs+par,nu
m: PRINT AT par+3,22;FN n$(num):
 GO TO 1470
1490 PRINT #0;AT 1,0;"Refugees:
1=Present 0=Not Presnt": LET i$=
"10"
1500 GO SUB 1150: IF k$="" THEN
 GO TO 1450
1510 LET p=CODE k$-48: PRINT AT
21,20;u$(1+4*p TO LEN u$-4*NOT p
);: LET b=5: GO SUB 1130: GO TO
1500
1520 REM Space Station's Cargo
1530 GO SUB 1060: PRINT AT 1,5;
INK 5;"SPACE STATION";: LET ofs=
73: GO TO 1410
1540 REM Save/Reset Character
1550 GO SUB 1060: PRINT AT 1,9;"
ACCESS MENU": INK 7
1560 PRINT AT 4,3;"1 Reset to in
itial JAMESON"
1570 PRINT AT 6,3;"2 Save Comman
der ";n$: PRINT AT 8,3;"3 Exit t
o main menu"
1580 GO SUB 1360: IF k$="1" THEN
  RUN
1590 IF k$="3" OR k$=" " THEN  R
ETURN
1600 IF k$<> "2" THEN  GO TO 158
0
1610 PRINT #0;AT 1,0;"Start tape
, then press any key.",: PAUSE 0
: RANDOMIZE USR mcode: OUT 254,0
: PRINT #0;AT 1,0;"Commander ";n
$;" Saved",: PAUSE 100: PRINT #0
;AT 1,0,,: GO TO 1580
1620 REM START OF JUMPBLOCK FOR
CHARACTER SECTION
1630 GO TO 570
1640 GO TO 670
1650 GO TO 700
1660 GO TO 720
1670 GO TO 820
1680 GO TO 850
1690 GO TO 910
1700 GO TO 930
1710 GO TO 940
1720 GO TO 960
1730 DATA "Harmless","Mostly "+r
$(1),"Poor","Average","Above "+r
$(4),"Competent","Dangerous","De
adly","---- E L I T E ----"
1740 DATA "Largo Cargo Bay","E.C
.M. System","E.C.M. System Jamme
r","Fuel Scoops","Escape Pod","E
nergy Bomb","Energy Unit","Docki
ng Computers","Galactic Hyperspa
ce"
1750 DATA "Front","Rear","Left",
"Right"
1760 DATA "None","Pulse","Beam",
"Military","Mining"
1770 DATA "Food","Textiles","Rad
ioactives","Slaves","Liquor/Wine
s","Luxuries","Narcotics","Compu
ters","Machinery","Alloys"
1780 DATA "Firearms","Furs","Min
erals","Gold","Platinum","Gem-St
ones","Alien Items"
1790 DATA 128,a,a,a,a,a,a,255,1,
a,a,a,a,a,a,255,24,12,6,255,a,6,
12,24,a,48,96,255,a,96,48,24,0,a
,a,255,a,0,a,a
1800 DATA 221,33,0,196,17,102,0,
62,255,205,198,4,251,201,243,6,1
84,195,175,14
1810 DATA 74,65,77,69,83,79,78,0
,12,232,3,0,17,20,1,0,3,70,3,0,1
1,74,90,72,2,83,183,56,173,156,2
0,29,21,5,3,17,18,26,14,39,8,0,1
,10,25,0,1,61,14,17,12,0,2,39,8,
1,42,77,143,242,136,5,999
```

SURVIVAL GUIDE

Here at your fingertips is all you need to know to increase your chances of survival. The first two pieces of equipment do work, or so I've been reliably informed, though I've never actually used them myself.

WE'RE JAMMIN'

The first is the ECM Jammer System which, as you'd imagine, jams your enemies' ECM Systems so they're unable to deflect your missiles when you fire at them.

This is apparently given to you by the Federation to complete your first mission — blow up the Thargoid overrun Space Station at Tibedied. You can purchase an ECM System at Tech Level 2 though I suggest you use the POKEs in the Hacking Program or design yourself a character who has one fitted.

NOW YOU SEE IT NOW YOU DON'T

Secondly, there's the Cloaking Device which can sometimes be obtained when you use the Galactic Hyperspace to get to Galaxy Two. On arrival you're greeted by a group of rather unfriendly Asps, one of which will keep disappearing and re-appearing. If you manage to kill it and pick up its cargo you'll find the Cloaking Device which will be automatically installed on board your ship. It is activated with the 'Y' key whereupon the border will change colour and your energy will go up and down at an alarming rate. Use the infinite energy POKE to stop this. This device makes both you and your missiles completely invisible to the enemy (you can still see your missiles) so they can't be ECM'd.

WATCH WITCH SPACE!

You should've heard about Witch Space from The Dark Wheel Booklet. It's actually where you get stuck when a Hyperspace Jump is stopped halfway. You won't have any problem recognising it 'cos numerous Thargoids appear shooting at you nineteen to the dozen. Unless you cheat or are extremely skilful (lucky) then you don't stand a snowball's chance of surviving. You can't use escape capsules, energy bombs (Thargoids are immune to them) or dock in Witch Space either. If you get into Witch Space by pausing the game, pressing 'F', unpausing the game and hyperspacing somewhere you'll find yourself face to face with the Thargoids. However, if you reverse the procedure you'll end up back in normal space — don't forget and hyperspace again or you'll end up with even more Thargoids to contend with.

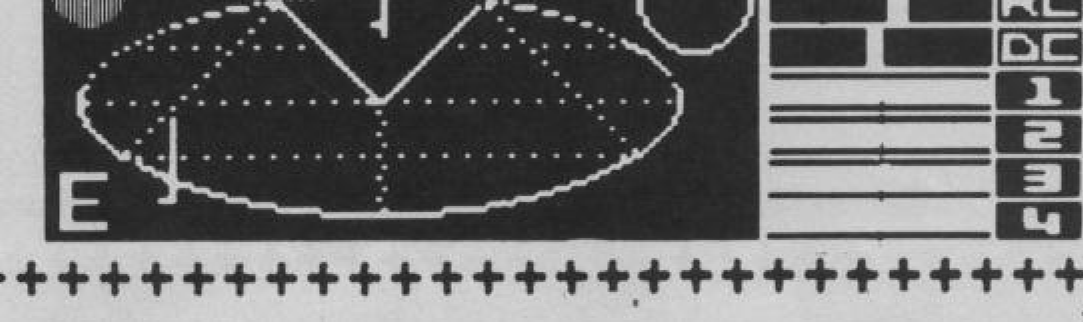
WHAT A BUG UH!

There's a very interesting bug in Elite which can come in very useful. If you fire a missile at a Thargoid (or anything else when Thargoids are around) using the ECM System or Cloaking Device and use the energy bomb you'll destroy one of the nearby Thargoids. Further energy bombs will then destroy other Thargoids — when they're all gone the bomb will destroy anything else in one go.

THE GREAT ESCAPE POD

The Escape Pod saves you from fights, docks you with nonexistent Space Stations and it's also useful if you don't want to fly all the way to a Space Station. It'll dock with the Space Station no matter how far away it is, and if you have the 'No cargo loss' POKE active, it's a rapid method of getting around especially if you're not too good at docking. It's also handy as every time you dock your legal status is put back to clean each time you use it, though if you're carrying illegal cargo your status will go back again.

Beware when blowing up a Space Station! If you do so and then try and fly through the space it once occupied the game crashes. The only way round this is to Hyperspace to another Galaxy or use your Escape Pod to dock with the nonexistent Space Station. Armed with my amazing Hacks, POKEs, Redesign Program and super hints there'll be no stopping you reaching the giddy heights of 'Elite'.





INTERGALACTIC FLIGHT CONTROL PASS
Commander: Mark Melbourne
Security Rating: Dangerous
Legal Status: Fugitive
Sex: Male **Age:** 16 **Eyes:** Hard to tell
GalCop Registration Number: 345254

TIVE
EDERATION

TOP SECRET SURVEILLANCE REPORT

Commander Mark Melbourne: ID4352/986
Interests: The late 20th century "pop" music of Jimi Hendrix, The Beatles and Iron Maiden!
Specialist Features: Control and manoeuvrability.
History: Commander Melbourne is a master of control and excels in the field of trade and navigation. He has reached the level of Dangerous and amassed over 30,000 credits.
Commander Melbourne's training tips:
TRADING There are two ways of approaching this — the legal way and the illegal way. If you don't want to end up a Fugitive, forever being hunted by the police, stay clean and legal. Buy computers and machinery from hi tech planets and sell them on low tech ones. Only make as many trips as is necessary until you've enough money to buy equipment. Alternatively if you enjoy a risk and don't mind having a bad Police Record try dealing in narcotics, slaves and firearms. You'll reap higher profits but you'll also attract all sorts of pirates, police vipers and bounty hunters so be prepared to slog it out. One way of avoiding this is by not flying through space, which you can do by choosing a destination, launching, flying back to the Space Station you've just come from and then Hyperspacing to dock. You'll now be at the planet of your choice without having flown anywhere.
CONTROLS If you press pause (caps/shift) and B at the same time your key controls are reversed — left and right are swopped. Pause and S switches the sound on and off and R gives you more roll. Press F and then Hyperspace and you'll end up in Witch Space. Reverse the process to get out again. Press D to give you more ditch and Y to swop the up and down keys.
EQUIPMENT I advise you to buy this equipment in the following order: ECM System, Fuel Scoop, Large Cargo Bay, Docking Computers, Energy Unit and Lasers. In the laser stakes work your way up from pulse, front and rear.
GENERAL Ships that appear to the left, right and rear are usually pirates — stop, lock onto them and continue at full speed. When you're heading towards a planet keep your missiles ready to lock on. Another tactic I've adapted is ramming — if I'm in space and I want to jump but can't because of a cop craft I just wade in and ram it.



INTERGALACTIC FLIGHT CONTROL PASS
Commander: Andrew Ray
Security Rating: Deadly
Legal Status: Offender
Sex: Male **Age:** 13 **Eyes:** Two
GalCop Registration Number: 345311

TIVE
EDERATION

TOP SECRET SURVEILLANCE REPORT

Commander Andrew Ray: ID5643/221
Successfully completed Mission Invisible: 23.3.86
Specialist Features: Ruthless
History: Commander Ray is now one of the best pilots to fly the Universe — he has learnt much since his maiden flight. When confronted with an invisible ship he realised this was his third mission and set about destroying it. After he'd blown it up a cargo barrel appeared and he picked it up with his fuel scoops. He emerged from Mission Invisible with flying colours.
Commander Ray's training tips:
NAVIGATION You'll definitely need a docking device to cut out all that messing about. But you need money and that means making loads of trips between Space Stations buying and selling. Take advantage of a bug in the program — choose which Space Station you want to go to then launch your ship. Keep flying it in a straight line away from the station and then stop and loop over so you're facing the station and its entrance. As soon as you see it fill the screen, just before the circles appear, press Hyperspace. Your ship'll dock but hey presto you'll be at the Space Station you wanted to go to.
EQUIPMENT ECM Systems, fuel scoops and large cargo bays are extremely useful and should be purchased as soon as possible. The Cloaking Device is also pretty useful as it makes you and your missiles completely invisible but you have to kill the flashing ASP in the second mission to get that.
GENERAL If you use an Escape Pod to make a quick exit from a sticky situation you'll still be able to fire your lasers and Hyperspace. And, even better, if you've got a really bad Police Record it will automatically be wiped clean.



INTERGALACTIC FLIGHT CONTROL PASS
Commander: Darryl Teggart
Security Rating: Dangerous
Legal Status: Clean
Sex: Male **Age:** 12 **Eyes:** True Blue
GalCop Registration Number: 345222

TIVE
EDERATION

TOP SECRET SURVEILLANCE REPORT

Commander Darryl Teggart: ID2397/345
Successfully completed Mission Saviour: 2.5.86
Specialist Features: Trading and business deals
History: A competent pilot whose navigational skills are second to none. When Commander Teggart received a 'Mayday Coriolis In Danger' signal he docked with the station and was told the sun was going Nova. His mission was to save the stranded inhabitants.

Commander Teggart managed to pick up the refugees and escape from the planet before the sun exploded. He did this by docking with the space station with an empty cargo bay enabling the refugees to come aboard. His performance was admirable.
Commander Teggart's training tips:
TRADING Always start by doing a bit of trading so you can build up your money reserves. Then you'll be able to buy equipment to arm your ship. It's a good idea to buy food from a low tech agricultural planet and then go to a high tech planet to sell it and buy computers and machinery. Then return to a low tech agricultural planet to sell the computers and machinery and you should make a healthy profit.
COMBAT Ships that appear in threes, two Cobra and a Krait, are usually pirates and should be avoided. Beam and Military lasers may sound fancy but though they're effective they do tend to overheat. I reckon the Mining laser is better for combat.
GENERAL Watch out for asteroids 'cos they may be Kraits in disguise — you'll get an extra ten credits for each one you manage to shoot down. You can also earn yourself an extra 100 grams of gem stones for successfully completing Mission Saviour.

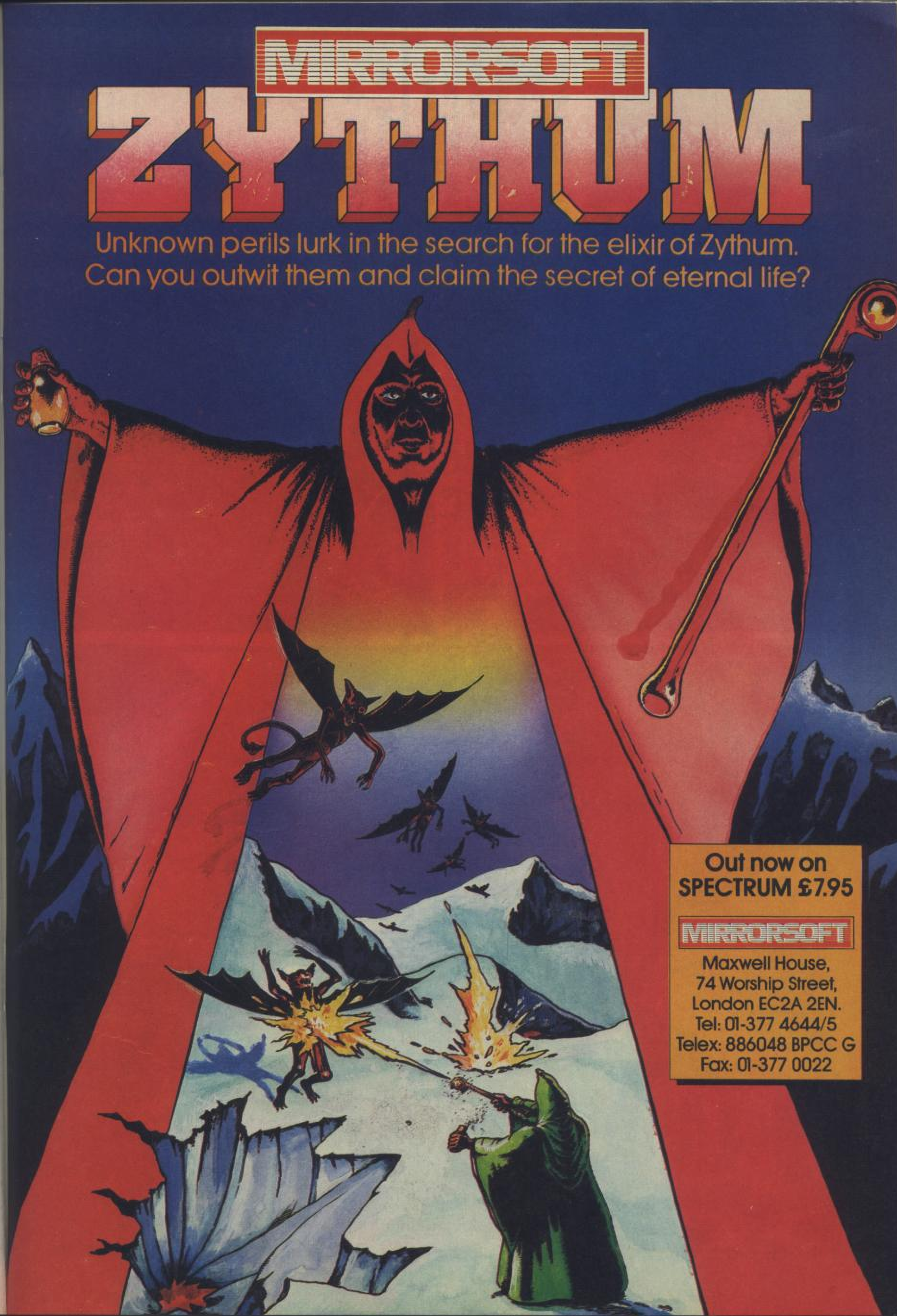


INTERGALACTIC FLIGHT CONTROL PASS
Commander: William Wernham
Security Rating: Elite
Legal Status: Clean
Sex: Male **Age:** 24 **Eyes:** Steelyard Blue
GalCop Registration Number: 345261

TIVE
EDERATION

TOP SECRET SURVEILLANCE REPORT

Commander William Wernham: ID2308/178
Successfully completed Mission Anesbi: 27.7.86
Specialist Features: Perseverance and Strength
History: Commander Wernham possesses a fully equipped Cobra MK III (including Cloaking Device and Military Lasers). He became an intergalactic bounty hunter after successfully completing Mission Saviour. When he was travelling through the Eighth Galaxy to planet Rebite, Federation requested him to head for Space Station at planet Anesbi which was overrun by Thargons. His performance was superlative and he was awarded the highest accolade of AB-AB Elite Status.
Commander Wernham's training tips:
EQUIPMENT You must get a docking computer, fuel scoops, an ECM System and a large cargo bay at the start of the game. Don't bother with guns on the left and right as they're a waste of time. Only use the energy bomb in emergencies 'cos they destroy valuable cargo as well as enemy ships.
COMBAT Bounty hunters are best shot from the rear. Let them pass, stop your ship and then turn through 90 degrees — you should now be directly behind them. Reduce to half speed and they're yours for the taking. Fire steadily at each Thargon ship but don't kill it until it releases five droids. Then, when the mothership has gone, you can scoop up the droids as alien items. Also, when five or more pirates attack at once go for the two that are together first. Once you get these the others should be easy to pick off. Watch your radar though 'cos if you take too long a Cobra will steam in and you'll have to break off combat to deal with him.
GENERAL Shoot missiles whenever you can as these'll give you extra points. When you use a cloaking device you must watch your energy as it gets depleted very rapidly. But it's especially handy for use with ships that have ECM Systems 'cos they can't see the missile coming.

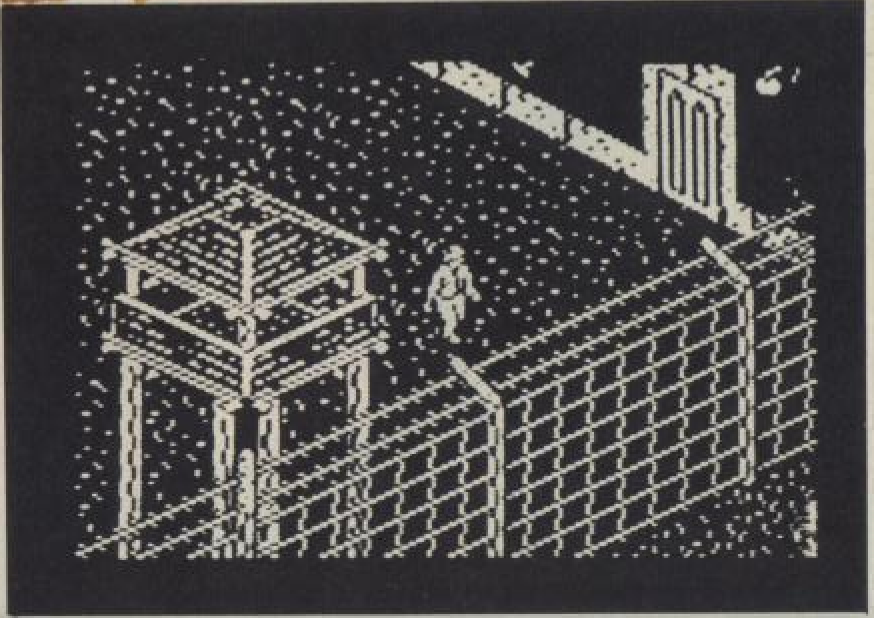

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1986. SOMEWHERE IN ENGLAND. A GALLANT BRITISH TOMMY (TOMMY NASH THAT IS) HAS BEEN CAPTURED AND HELD PRISONER IN THE IMPREGNABLE FORTRESS CASTLE RATHBONE. NOW, IN A DARING BID FOR FREEDOM, HE TUNNELS OUT AND MAKES A CROSS COUNTRY DASH TO MANCHESTER TO PREVIEW OCEAN'S WARTIME EPIC, THE GREAT ESCAPE.



CRIKEY, JERRY'S ON THE OTHER SIDE OF THE WIRE. BANG GOES MY CHANCE OF MAKING A DASH FOR IT.



One look and you're hooked – just make sure it's not on the perimeter wire. The graphics are so finely detailed you'll believe you can see each barb, each drop of blood from the last escape attempt. And keep a sharp eye on that observation post – you can bet they're watching you. Even under the cover of darkness you're still not safe. The camp spotlights slice through the night and you must time them if you're to have a hope of avoiding their deadly beams.

1942. Somewhere in Germany. High on a cliff above the cold and desolate wastes of the North Sea sits a converted castle. Converted that is, into a POW camp. Just like the notorious Colditz.

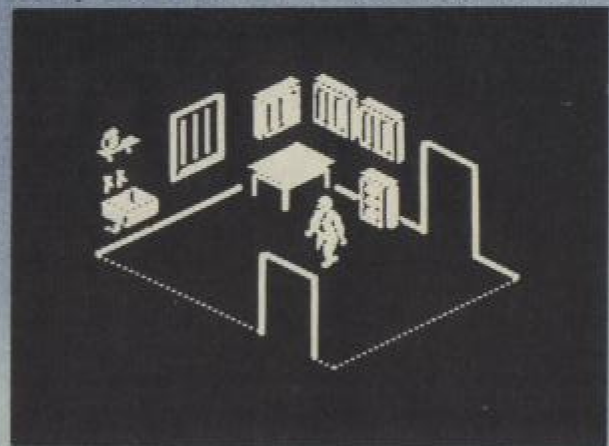
drone overhead. The anti-aircraft guns come up like thunder in the distance.

mean digging tunnels, exploring the sewers, climbing the walls and even doping the dogs. And even if you do make it out, the random element in the game means that the route you took won't necessarily work again. In any escape bid, your

THE FIRST COMMANDANT

Allied bombers on their way to Berlin drone overhead. The anti-aircraft guns come up like thunder in the distance. And you dream of breaking out and making it back to Blighty. And to freedom.

But dreaming never got anyone out of wartime Germany. Time for action. This is The Great Escape. And it's all so convincingly done that



Seek and you shall find. But make sure you explore all the rooms and open all the cupboards.

you'll be surprised not to find yourself on the escape committee alongside John Mills and Dickie Attenborough. Just take a look at the screen shots and you'll see what I mean. The German Stalag is recreated in all its chilling detail. Black and white too, like all those old war movies.

GET SCHLOSSED

As well as the Schloss (that's German for castle, dummkopf), the camp consists of the prisoners' huts, the exercise yard, the watch towers and mile upon mile of barbed wire. And it's patrolled day and night by German guards and Alsatian dogs.

The graphics are reminiscent of Fairlight - the same 3D view and similar sized characters. But while the lights may have gone out all over Europe, they don't go out between screens. The screen scrolls smoothly as you sneak around searching out your escape routes. Only when you're indoors looking for useful objects in the cupboards does the screen dissolve and then cut instantly to the next room.

The most obvious escape routes are by no means the easiest. Try walking up to the wire with a pair of cutters and you're likely to end up dead or doing a two month stretch of solitary in the slammer. Fortunately, you don't have to eat all that porridge - you're just marched off there and then marched straight back to your hut. Unfortunately, you lose all the objects you've collected and your morale takes a nosedive sharper than a strafing Stuka.

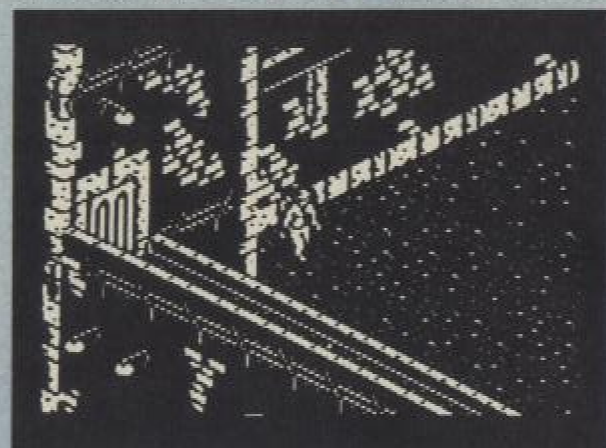
No, if you're ever going to make it over the wall, you'll need to work out an escape plan. That may best ally is always luck.

THE FIRST COMMANDANT

Enemy number one is the Camp Commandant. But if you bump into him when you're on one of your secret sorties, don't expect him to greet you with a hi-di-hi. You can judge where the Jerry guards are going to be because they patrol set routes on a strict timetable or silently man the observation posts; the Commandant is much more erratic. And the more times he nabs you out of bounds, the more he'll tighten up security by increasing the number of guards and dogs.

On second thoughts, maybe it is a bit like Butlins!

Each time you're caught, your morale plummets. In the finished game there'll be a flag post that acts as a morale indicator on the screen so you can see just how well you're doing - now you know what it means when someone tells you you're flying at half mast. But your will to win increases when you explore new areas of the camp or when you find objects that could be useful to you. Most of the things you pick up help you travel about the camp - lock picks, keys (you may have to steal them), ropes for absailing down buildings, wirecutters and a spade. You'll also



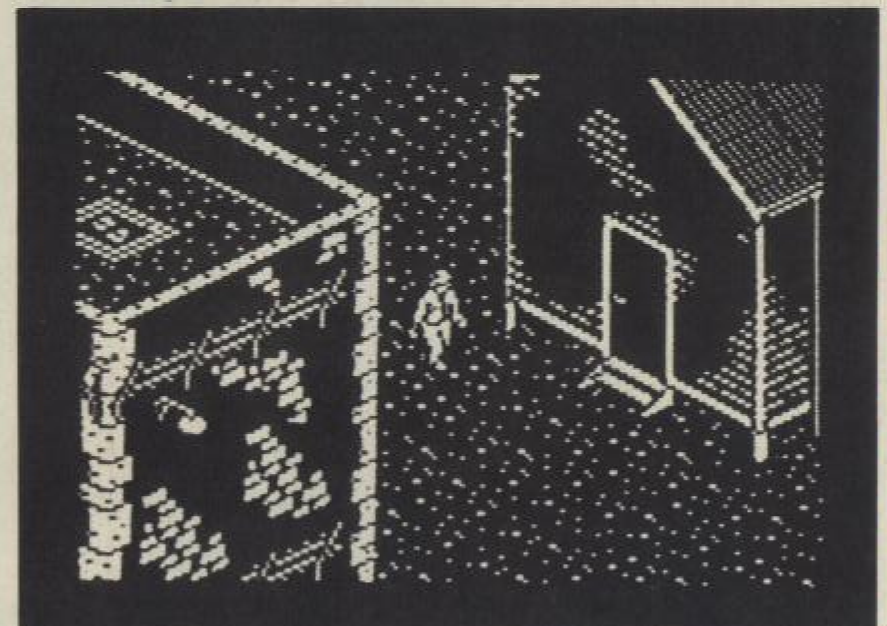
Watch that parapet. There's a guard on patrol up there with a loaded gun so make it snappy.

come across food, passports and clothes for your trip through Hitler's hinterlands. If you do make good your escape, you'll be told your chances of making it back to the mother country according to the number of these objects you've amassed. Oh, and don't forget to watch out for the arrival of your Red Cross Parcels; it's a sure way to boost your confidence - and you never know what you'll find amongst the paperbacks and plasters. Though it's purely for medicinal purposes you understand!

Once again it looks like Ocean has come up with a game viz vays of making you play!

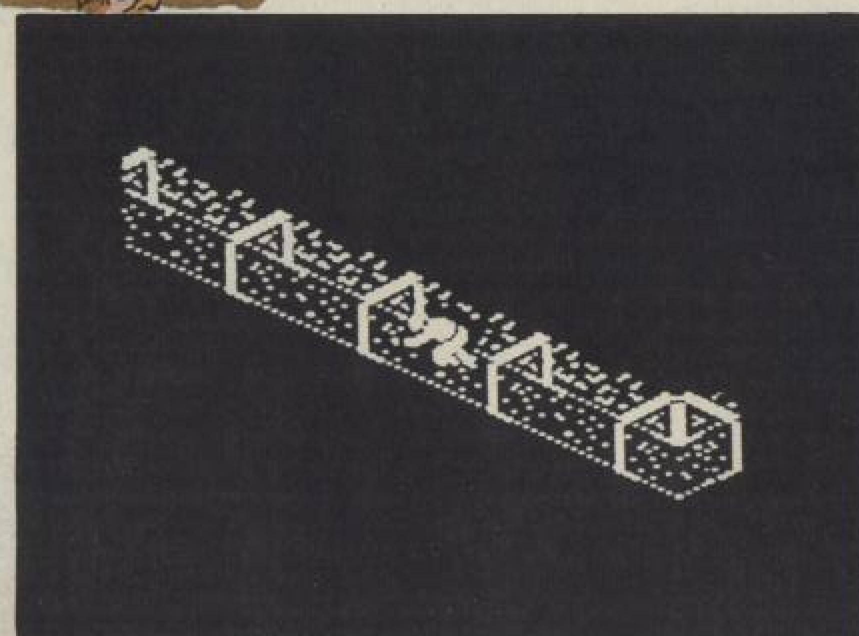
Game	The Great Escape
Publisher	Ocean
Price	£7.95
Release Date	September 1986





Lucky. You've just about made it back to your hut on the right. But don't let your concentration slip for a minute - the camp's crawling with guards and the Commandant could be just around the corner. If you're challenged you can let Jerry capture you and cart you off to choky or you can leg it. If you leave your man alone he slips back into the daily routine along with all the other prisoners. Sit back and watch him and you'll soon know your way around the camp.





Watch out, there's a mole about. Luckily the camp mole's not been tipping off the enemy but burrowing underground. The camp is criss-crossed by a maze of tunnels so it's very easy to lose your way. As well as losing your way, the major problem presented by the tunnels is unblocking them. But for that you'll first need to find the spade to dig your way out. For added realism, play the game in a dark cupboard with sand stuffed down your strides.

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If you are ever considering it – save yourself a bullet!
ZZAP64

Quite honestly, leaderboard makes all other golf simulations look clumsy and antiquated in comparison.
ZZAP64

This is the sports simulation of the year – if not the decade!
ZZAP64



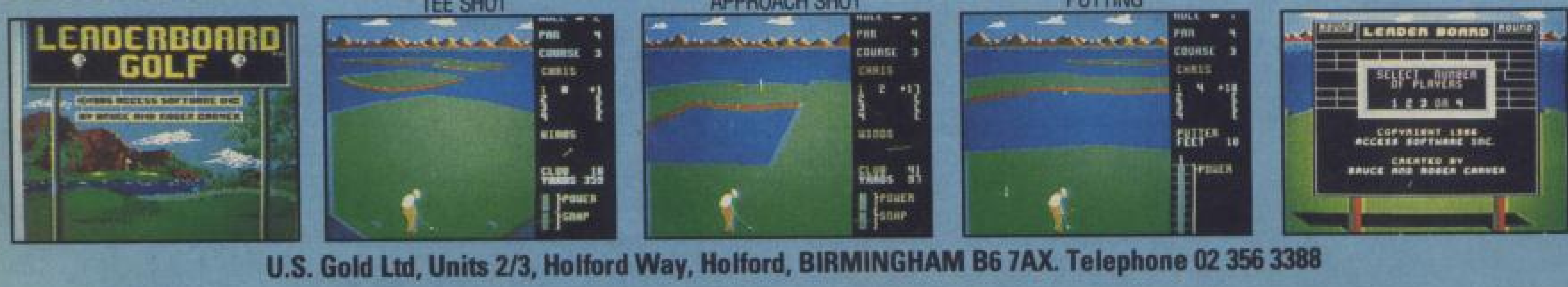
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HEART TO HARTNELL

Seek and ye shall find! *Tim Hartnell*'s search programs show you where to go.

Hard-working computer programs, (yes there are some) like those that beaver away in an attempt to make sense of census returns and those used in tax departments, spend much of the time fiddling with their bits. They do this in three ways — sorting, shuffling and searching. This month I'll be looking at a couple of searching techniques that you can use in your own programs.

Right, first imagine that Maggie has appointed you and your Spectrum to head the Census Investigation Bureau and you've just been handed seven million microdrives that contain rather sensitive information about you and your neighbours. It may sound far-fetched but if Sir Clive thinks you can run a nuclear power station with a ZX80 then there's no reason why the government shouldn't entrust the census department to you and your Speccy.

It's late at night and you get a call from Number 10. You're asked by the PM to produce from the census data a list of all persons who're reported to have an income in excess of £20,000 a year. Unfortunately though, all the information on the microdrives is in alphabetical order by name so you've got no details in numerical order of income size. If you were doing the job by hand you'd have to go through the whole census output, figure by figure, to locate those in the income bracket the PM wanted. And, sad to say, your poor ol' overheated Speccy would have to do the same thing. So, if a list is disordered there's no way of cutting the process of going through element by element until the required information is found.

HART-SEARCHING

This process of going through a list element by element is called sequential searching and the program below demonstrates how it works. First, an array is filled with randomly generated numbers; the program then looks through them until it finds the one you want. But what is the relationship between the number of items in the list and the time it takes to locate any one of them? Well, it's actually quite simple if you think about it. If there are 'N' items, on average half the time the element you're searching for will be in the first half of the list, and the rest of the time it'll be in the second half, in other words the 'average position' (using the term loosely) of the item you're looking for will be exactly half-way through the list. Got it? So, the longer the list, the longer it'll take to reach the halfway point and thus on average it takes N/2 time to search sequentially through a list of N items.

```
  10 REM SEQUENTIAL SEARCH - A
  20 INPUT "HOW MANY ELEMENTS TO
 SEARCH      THROUGH? ";Q
  30 DIM A(Q)
  40 PRINT "PLEASE STAND BY..."
  50 FOR J=1 TO Q: LET A(J)=J: N
EXT J
  60 FOR J=Q TO 1 STEP -1: LET T
=INT (RND*J+1)
  70 LET TEMP=A(T): LET A(T)=A(J
): LET A(J)=TEMP: NEXT J
  80 BEEP .5,1: CLS : INPUT "ENT
ER NUMBER TO BE SEARCHED       FOR
 ";N
  90 LET N=INT (N): IF N<1 OR N>
Q THEN GO TO 80
 100 POKE 23674,255: POKE 23673,
255: POKE 23672,255
 110 LET X=0
 120 LET X=X+1: IF A(X)=N THEN G
O TO 150
 130 IF X<Q THEN GO TO 120
 140 PRINT "I CANNAE FIND ";N: G
O TO 160
 150 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673)/50
 155 PRINT "SEARCH COMPLETE": BE
EP 1,1
 160 PRINT ''"PRESS ANY KEY THEN
 (ENTER)       FOR A NEW SEARCH OR
 JUST          PRESS (ENTER) TO EN
D"
 170 INPUT A$: IF A$<>"" THEN CL
S : GO TO 60
```

TAKE TWO

BINARY SEARCHING

Let's start by playing guess the number. If I asked you to guess the number I was thinking of between 1 and 100 you'd probably start by saying 50. If I said higher you'd then guess 75. A reply of lower would sensibly prompt you to say 63 or 65 and so on until you'd narrowed down the field and deduced the correct number.

Even though you may not have known it, what you're actually doing is conducting a 'binary search' for the required digit. Binary searching is much faster than sequential searching and is ideal if the items you're looking for are in order. If you had a list of incomes in the UK ranked from my income of £110 a year to Troubleshootin' Pete's income of £240,000 and you asked the computer to find the first occurence of £20,000 on the list, a binary search would probably find the £20,000 before a sequential search did.

TWO BY TWO

The binary search program below works in exactly the same way as you do when you try and guess a number. It compares X (the number you're looking for) with the middle element of the list, Line 170. If they're the same the search has ended. However, if they're not, the comparison in Line 160 instructs the computer which half of the list to examine next.

It'll then search this half of the list in exactly the same way — starting by looking at the middle element. The variables L and R stand for left and right of the section of the list being examined. Which explains why, in Line 140, L is set equal to the lowest number in the list (1) and R is set to the highest one (N).

```
  10 REM BINARY SEARCH - C
  20 INPUT "HOW MANY ELEMENTS TO
 SEARCH      THROUGH? ";N
  30 DIM A(N): DIM Q(N): DIM C(N
)
  40 PRINT "PLEASE STAND BY"
  50 FOR J=1 TO N: LET A(J)=INT
(RND*J+1): NEXT J
  60 FOR J=1 TO N: LET C(A(J))=C
(A(J))+1: NEXT J
  70 FOR J=2 TO N: LET C(J)=C(J)
+C(J-1): NEXT J
  80 FOR K=N TO 1 STEP -1
  90 LET TEMP=A(K): LET J=C(TEMP
): LET Q(J)=TEMP: LET C(TEMP)=J-
1
 100 NEXT K
 110 FOR J=1 TO N: LET A(J)=Q(J)
: NEXT J
 120 CLS : INPUT "ENTER NUMBER T
O BE               SEARCHED FOR "
;X
 130 POKE 23674,255: POKE 23673,
255: POKE 23672,255
 140 LET L=1: LET R=N
 150 LET P=INT ((L+R)/2)
 160 IF X<A(P) THEN GO TO 190
 170 IF X=A(P) THEN GO TO 220
 180 LET L=P+1: GO TO 200
 190 LET R=P-1
 200 IF L<=R THEN GO TO 150
 210 LET P=0
 220 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673)/50
 230 IF P<>0 THEN PRINT "IT IS A
T POSITION ";P: GO TO 250
 240 PRINT "IT IS NOT IN THE LIS
T"
 250 PRINT "PRESS ANY KEY, THEN
 (ENTER)      FOR ANOTHER SEARCH,
 OR JUST      PRESS (ENTER) TO END
"
 260 INPUT E$: IF E$<>"" THEN CL
S : GO TO 120
```

However, in real life, like in the census department, we rarely deal with completely random lists where every item is needed an equal number of times. Since I live in an extremely low-tech household, the ten or so telephone numbers I use most frequently are scribbled on a bit of cardboard near the phone — no autodial facilities for me! If I could actually be bothered to log all the calls I made in any four-week period, I'm sure that one or two of them would be used far more than the rest. Of the remainder, three or four are probably used the next most frequently with the final few hardly being used at all.

Assuming I had my telephone directory on microdrive and it contained about 1,000 names and numbers accumulated over the years, whenever I needed a number the computer would have to search through the list. If my two most often used numbers were at the end it would obviously take the computer close to the maximum time to find them.

A list that 'knew' those elements that were needed more often than the rest, and could re-arrange itself so that frequently used items were closer to the start of the list, would be very useful. At the end of the day I could resave my telephone directory and eventually the more frequently used numbers would end up at the beginning of the list where they would be located almost instantly from the 1,000 numbers. Those I used rarely would be closer to the end of the list. ▶

HEART TO HARTNELL

◀ **SEARCHING BY NUMBERS**

For a more realistic example of a self-organising list, imagine a Spectrum spare parts warehouse where every item in stock is coded with a reference number. Most people when they ring up requiring a part won't use the reference number but ask for 'one of those little rubber thingies that stick on the bottom'. To save having to look up the relevant reference number in some vast ledger so an order can be raised, the warehouse has a system set up on the Speccy with RAMpack firmly attached with blutak. The clerk will then type in 'rubber thingy on bottom' and the computer searches through the thousands of parts and eventually prints up the part number 'IV663' which the clerk writes on the order.

Obviously some parts will be required far more often than others. Rubber thingies, for example, may fall off any old Speccy so there'll be a constant call on this part. Others, like a replacement Enter key, are probably requested far less often. It would therefore make sense if the 'rubber thingy on bottom' was at the beginning of the list so it would then be quicker to find its part number, 'IV663'. So how is it done?

ORGANISED SEARCH

The self-organised search program goes some of the way to solving this problem. Once it finds the requested item (X in this case — it's located at element P) it swops it with the item that follows it, moving it closer to the start of the list. You can test the program by asking for the same item, over and over again and seeing how it moves closer and closer to the start of the list.

```
  10 REM SELF-ORGANIZING SEARCH
          - B
  20 INPUT "HOW MANY ELEMENTS TO
 SEARCH     THROUGH? ";N
  30 DIM A(N+1)
  40 PRINT "PLEASE STAND BY..."
  50 FOR J=1 TO N: LET A(J)=J: N
EXT J
  60 FOR J=N TO 1 STEP -1: LET T
=INT (RND*J+1)
  70 LET TEMP=A(T): LET A(T)=A(J
): LET A(J)=TEMP: NEXT J
  80 BEEP .5,1: CLS : INPUT "ENT
ER NUMBER TO BE SEARCHED      FOR
 ";X
  90 LET X=INT (X): IF X<1 OR X>
N THEN GO TO 80
 100 POKE 23674,255: POKE 23673,
255: POKE 23672,255
 110 LET A(N+1)=X
 120 LET P=0
 130 LET P=P+1
 140 IF A(P)=X THEN GO TO 170
 150 IF P<N THEN GO TO 130
 160 PRINT "ELEMENT NOT FOUND":
GO TO 220
 170 IF P=1 THEN GO TO 210
 180 LET TEMP=A(P-1): LET A(P-1)
=A(P): LET A(P)=TEMP
 190 PRINT (65536*PEEK 23674+PEE
K 23672+256*PEEK 23673)/50
 200 LET P=P-1
 210 PRINT "IT IS AT POSITION ";
P
 220 PRINT ''"PRESS ANY KEY THEN
 <ENTER>      FOR A NEW SEARCH OR
 JUST         PRESS <ENTER> TO EN
D"
 230 INPUT A$: IF A$<>"" THEN CL
S : GO TO 80
```

I tried this myself on the Spectrum with a list of 10 items, the one I required starting at position 8. The chart below shows how the time it took the computer to find the one I wanted changes as the item gradually moves up the list:

Position in list	Time to find it
8	0.16
7	0.14
6	0.14
5	0.12
4	0.1
3	0.08
2	0.06
1	0.04

As you can see, as the item gets nearer to the top of the list the search time decreases.

Search programs can come in very useful both at home and in the office — just think, you can store all your girlfriends' (or boyfriends') names on microdrive and be able to locate the one you see the most before you can say Jack Robinson. If you feel really inspired you could try using the binary search program to write a back-to-front 'Guess My Number' program where your Speccy guesses the number you're thinking of — if you do I'd love to see it.

I'm also interested in seeing any other computer search routines you come across or develop yourselves, as well as any comments you've got on my column this month. Just write to me, Tim Hartnell, at *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

ROGUE TROOPER COMPO

Win a G.I.'s Bio-chip! Well, a framed original colour artwork cover featuring 2000AD's Rogue Trooper actually! Plus 30 copies of Piranha's *Rogue Trooper* game. Splundig!

A *YS*/PIRANHA PRODUCTION

Borag Thungg, Earthlets. Thrillseekers sink your incisors into this! The hell of future war is the arena for our zarjaz *Rogue Trooper* compo.

And for those of you who aren't 2000AD addicts, here's your chance to enter our fantastic *Rogue Trooper* competition.

MEANWHILE...

But the story so far. The Nu Earth future war rages fiercely over the Ozarts and the Scum Sea. Body looters and professional scavengers comb the battlefields looking for G.I. Loot after their annihilation. The last remaining Genetic Infantryman of the Souther Army still stands strong amidst the desolation and destruction — who is he? Rogue Trooper! His G.I. comrades have been wiped out and are now nothing more than electronic chips in Rogue's weapon system. It's been left in his hands to win the battle of Nu Earth and free his G.I. chip buddies. (*Did someone say chip buddies? Yum, my favourite food! Ed.*)

LATER THAT SAME PAGE....

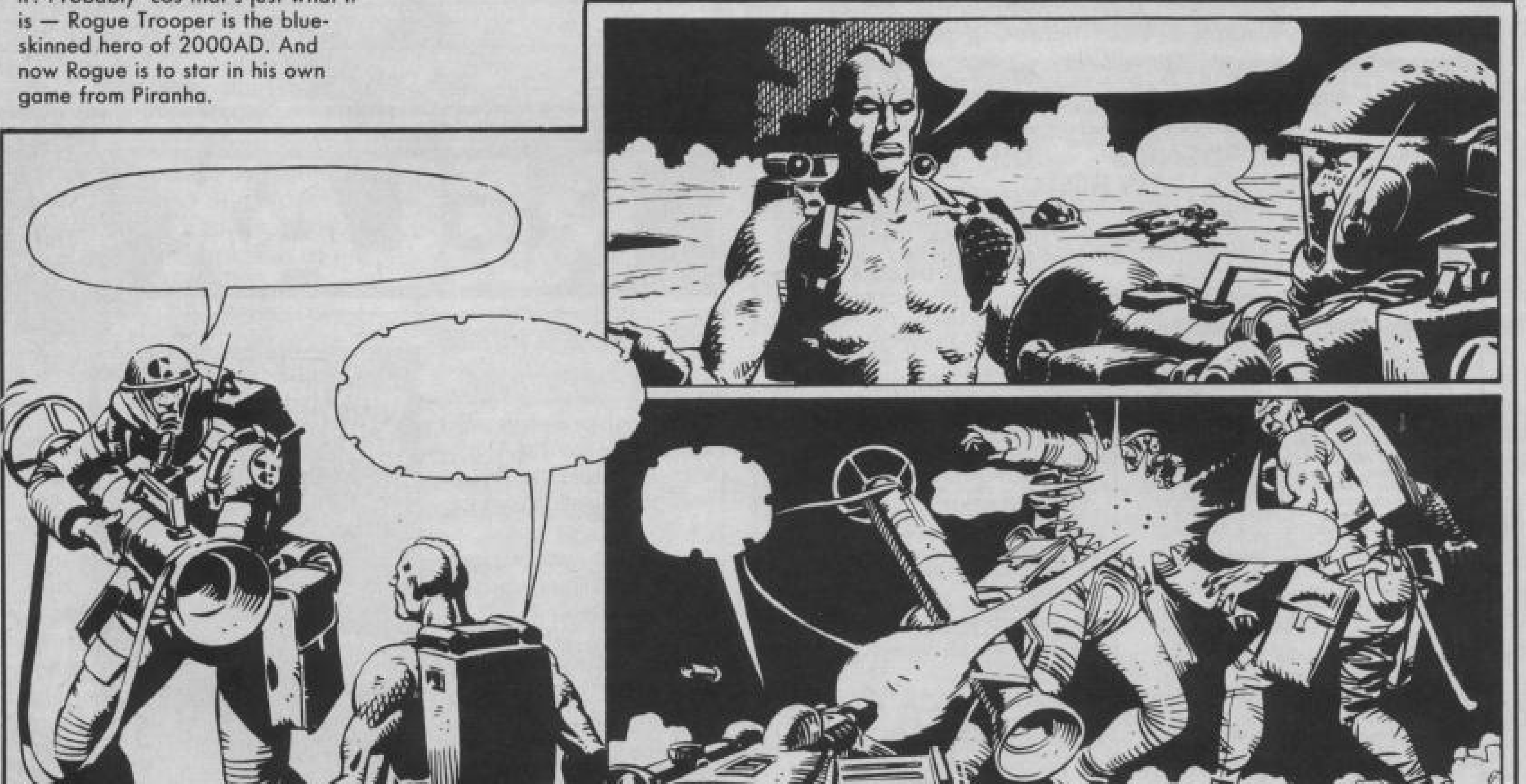
Sounds like the scenario for a science fiction comic strip, doesn't it? Probably 'cos that's just what it is — Rogue Trooper is the blue-skinned hero of 2000AD. And now Rogue is to star in his own game from Piranha.

You *YS* Rogues must travel with your chip buddies Helm, Bagman and Gunnar and fight the eternal Nu Earth war to restore the land to freedom. Well, Earthlets, you can win a copy of this thrillseeking game 'cos Piranha has 30 up for grabs. But even better, it's also offering the original colour artwork from a *Rogue Trooper* cover to the cosmic delinquent who sends in the most thrill-powered entry.

IN ANOTHER PART OF THE COMPO...

It's so simple too. Home in on the three *Rogue Trooper* frames below (cosmic aren't they?) and it doesn't take a trainspotter's optical detectors to notice that there's no script. Hell, what's Rogue gonna do now? Suddenly...it came to him in a flash, "Ask the galaxy's greatest, the readers of *YS*, to fill in the speech bubbles." That's it — simply fill in the script in as witty a way as possible and you could be helping Rogue and his six pennorth of chips to win the war.

Once you've filled in the bubbles and your name and address send the whole thrillsucking lot (or a photocopy) to I Fancy Being A Bit Of A Rogue Compo, *YS*, 14 Rathbone Place, London W1P 1DE.



ROGUEISH RULES

Tharg The Oid (okay, the Ed) will not enter into any correspondence 'cos he's really quite mean — and green.

Employees of Piranha and Sportscene Specialist Press will have more than their G.I. chips if they attempt to enter.

Entries must be received by 31st October 2000AD, sorry 1986, cos we Dredd Judging them.

TROOPING THE COLOURS

Okay creeps, I'm waiting for the artwork to appear so I can hang it in my Rogue's Gallery...

Name ....

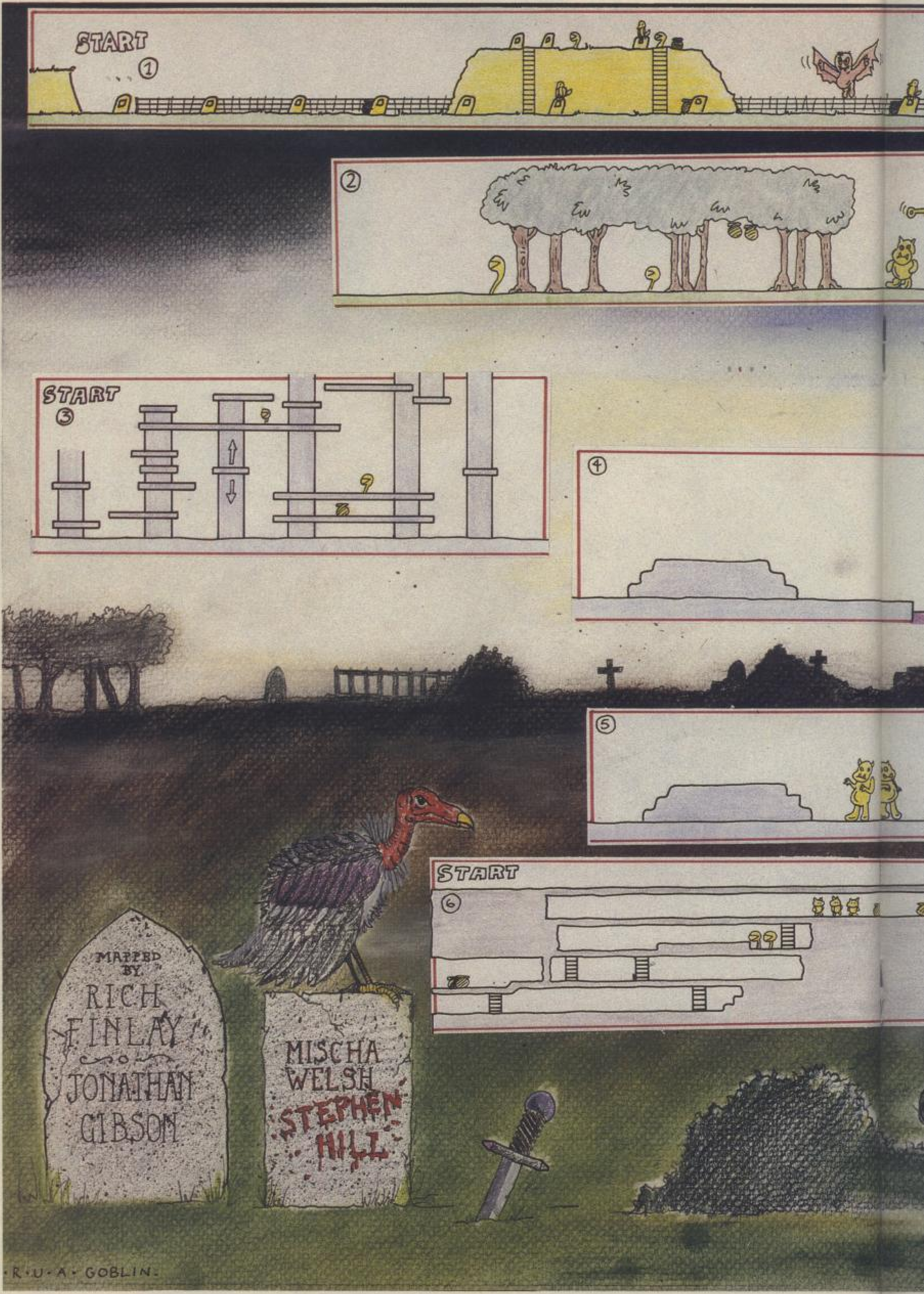
Address ....

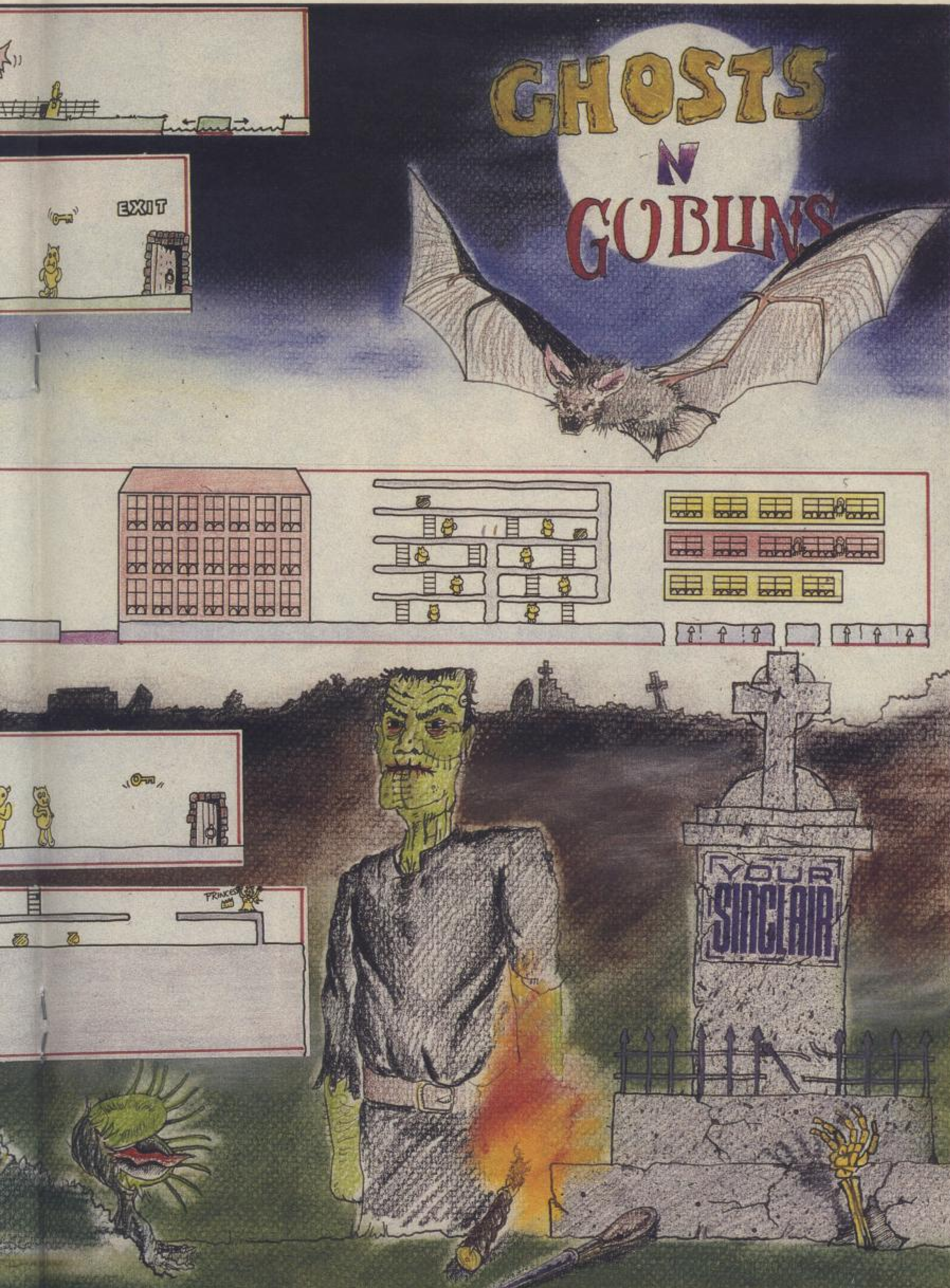
....

.... Postcode ....


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1
2
START
3
4
5
START
6
MAPPED BY
RICH FINLAY
JONATHAN GIBSON
MISCHA WELSH
STEPHEN HILL
R·U·A·GOBLIN·


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*If you're not too fussy about what even your best friends won't tell you!



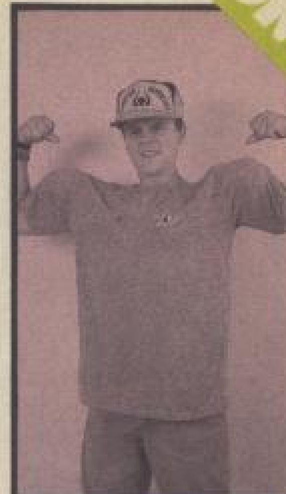
GREMLIN T-SHIRT
Cover up your nippers!



BUG-BYTE T-SHIRT
Feel those bugs bite! A month in this and they will.



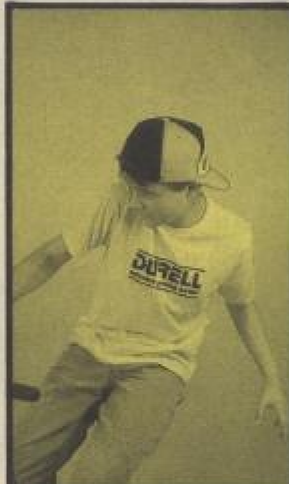
MIKRO-GEN T-SHIRT
To you Rick, issa steal!



ARIOLASOFT T-SHIRT
Even turns toads into runners.



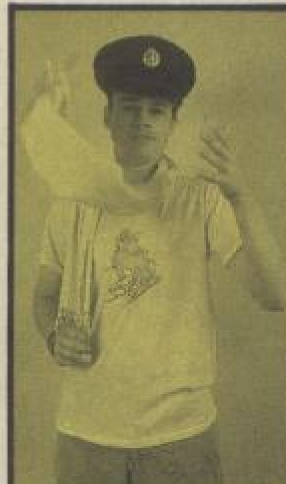
BEYOND T-SHIRT
One T-shirt beyond...



DURELL T-SHIRT
No other T-shirt looks like it or lasts like it!



BUBBLE BUS T-SHIRT
Cover your bus in yellow.



MIRRORSOFT T-SHIRT
Bags I a Biggles T-shirt!



EDGE T-SHIRT
Cover those frayed edges with a Fairlight T-shirt. (Fraid not! Ed)



VIRGIN T-SHIRT
Play with a Virgin (T-shirt) for a whole month.



MASTERTRONIC T-SHIRT
How to look terrifically masterful



LOGO-FREE T-SHIRT
And for when you're finally fed up of everybody reading your chest, this T-shirt'll be all white on the night!

How'd you like to win a year's worth of soft wear? No, not software, soft wear. T-shirts!

Think of it. No more trips to the launderette (the launderette for those of you who haven't been for a while, is the shop full of enormous tellies where people go to watch soaps), no more persuading your mum to iron just one more shirt "if I do the washing up for a week", no more fretting over what to wear and whether it goes and no more of those times when the dirt says hot and the label says not and you believed the dirt. Now you can grab a brand-new, crispy clean T-shirt on the first day of the month and keep it on till the last. And you needn't worry about the washing for 365 days. Worry about the smell, but not the washing!

In total, we've got 120 T-shirts to give away. Which means (ho hum, quick mathematical calculation) that ten *YS* readers will be cutting a sartorial dash in their new soft wear for the next year — and the pong will no doubt cover the country by next November!

All you have to do to be the envy of your friends is win a million pounds and have muscles like Rambo. (The second bit doesn't count if you're a girl — though you should see the size of T'zer's biceps!) All you have to do to win your twelve T-shirts is answer this very easy question. **Which of the following is the name of a famous shirt maker:**

a) Van Halen?
b) Van Heusen?
c) Van Driver?

DRESS RULES

- *It's no use getting shirty with the Ed — he won't enter into any correspondence and his decision is smelly but final. So B.O.!*
- *Get your shirt sleeves rolled up. Entries must reach us by October 31st.*
- *Employees of Sportscene Specialist Press and Ariolasoft, Beyond, Bubblebus, Bug-Byte, Durell, The Edge, Gremlin, Mastertronic, Mikro-Gen, Mirrorsoft and Virgin need not apply — even if they have lost their shirts.*

Keep your shirt on! The answer to that easy-peasy question is

..

My name is ....
and you can send my bluey-white (all except for the coloured ones) Persil pure, brand new T-shirts to:

..

..

.......................Postcode..........................

Okay, now cut out the coupon, stick it on the back of a postcard — all the usual stuff. Then send it to *YS* Wet T-Shirt Compo (wahay, that'll set the postman thinking!), *YS*, 14 Rathbone Place, London W1P 1DE. Then prepare for a shirt wait!



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TASK FORCE

Are you run down by your routines? Don't feel flattened; *Ian Hoare* will pick you up and sort you out in *Task Force*!

I've got a real bumper bundle for you this month and to start with, here's a goody from **Andrew Stiles** of Southminster in Essex. Some of you may find microdrive syntax a pain in the err... um neck! Well, let that pain gently ease away with Andrew's short (well fairly short) piece of code that looks to see if you've pressed SAVE, LOAD, MERGE, VERIFY or ERASE and puts in all the boring stuff like *"m";1;". This leaves you to type in just the name and the last lot of quote marks. He says there's a bit of a problem, in that the single keypress commands must be the first command in a line or the computer 'loses' characters. By the way, some of you have been asking how you use Interrupt Mode 2. Well, have a look at Andrew's routine, 'cos it's used there! Don't forget that it's *not* relocatable though. There's also a snag which Andrew hasn't spotted, and that is it won't work with a Kempston type joystick fitted! The reason's quite complicated, but next month you'll see how to get round the problem.

```
0000 SAVE   EQU  248
0010 ERASE  EQU  210
0020 VERIF  EQU  214
0030 MERGE  EQU  213
0040 LOAD   EQU  239
0050        ORG  0FE6BH
0060 INIT   LD   BC,HANDL
0070        LD   HL,VECTR
0080        LD   (HL),C
0090        INC  HL
0100        LD   (HL),B
0110        LD   A,254
0120        LD   I,A
0130        IM2
0140        RET
0150 NOTEX  IM0
0160        RET
Now for the interrupt
handler itself
0180 HANDL  DI
0190        PUSH AF
0200        PUSH BC
0210        PUSH HL
0220        PUSH DE
0230        LD   A,(FLAG)
0240        CP   255
0250        JR   Z,STILL
0260        RST  56
0270        LD   A,(23560)
0280        CP   SAVE
0290        JR   Z,SAV
0300        CP   ERASE
0310        JR   Z,ERA
0320        CP   VERIF
0330        JR   Z,SAV
0340        CP   MERGE
0350        JR   Z,SAV
0360        CP   LOAD
0370        JR   Z,SAV
0380        JR   EXIT
0390 ERA    LD   (SAVEM+1),A
0400        LD   A,32
0410 SAV    LD   (SAVEM),A
0420 NORM   LD   A,255
0430        LD   (FLAG),A
0440        LD   A,10
0450        LD   (CHR),A
0460        LD   HL,SAVEM
0470        LD   (CMD),HL
0480 STILL  LD   HL,(CMD)
0490        LD   A,(HL)
0500        LD   (23560),A
0510        SET  5,(IY+1)
0520        INC  HL
0530        LD   (CMD),HL
0540        LD   A,(CHR)
0550        DEC  A
0560        AND  A
0570        JR   NZ,STIL
0580        XOR  A
0590        LD   (FLAG),A
0600        RES  5,(IY+1)
0610        LD   A,(SAVEM+1)
0620        CP   ERASE
0630        JR   NZ,NOERA
0640        LD   A,"*"
0650        LD   (SAVEM+1),A
0660 NOERA  LD   A,10
0670 STIL   LD   (CHR),A
0680 EXIT   POP  DE
0690        POP  HL
0700        POP  BC
0710        POP  AF
0720        EI
0730        RETI
0740        SAVEM  DEFB  248
,42,34,77,34,59,49,59,34
0750 CHR    DEFB 0
0760 FLAG   DEFB 0
0770 CMD    DEFW 0
0780 VECTR  DEFW 0
0790        END
```

I've altered the program slightly so that it takes up the minimum amount of space. The address that actually *matters* is that of VECTR which *must* remain at FEFF under all circumstances. If you decide to alter the program and re-assemble it, then you could do VECTR EQU FEFF and remove the label at line 780. Just beware that nothing else overwrites or uses the two bytes at FEFF and FF00, since that's where the Z80 will look to see where to jump at every interrupt. How do you use this? Easy! Assemble it, make a note of the two addresses INIT and NOTEX and then save in the usual way. CLEAR INIT-1 and load in the code. RANDOMISE USR INIT will turn the routine on and RANDOMISE USR NOTEX will turn it off, (which is why I told you to make a note of those two addresses!) As it stands, the two addresses are ON:- 65131 OFF:- 65147.

Anyone remember the encryption routine in the August issue? Well, guess what? Yup, I had a mix up! Have a look at it and correct it *now* before you forget and one day type it in wrong!

```
220        JR   Z,ENDIT
230        LD   B,(HL)
240        INC  HL
250        CP   (HL)
260        JR   NZ,ENDIT
```

Thanks to **Gary Field** from Dyfed for spotting *and* correcting my minor boob!

Well done! Neat isn't it? Someone (whose letter I've lost — sorry) wrote to say that it can't possibly work 'cos you do the same thing when scrambling and unscrambling! Have a go and see for yourself. Perhaps I'd better explain. XOR is a bitwise instruction. Each bit of the number is altered by set rules when XORed with another number. The rules are that if the bits are the same the result is 0 while if they are different, the result is 1. This is often shown as a 'truth table' like this:

1 XOR 1 = 0
1 XOR 0 = 1
0 XOR 0 = 0
0 XOR 1 = 1

Let's try it. Take two numbers, 47 and 96 for example

47, bitwise is 0 0 1 0 1 1 1 1
96, bitwise is 0 1 1 0 0 0 0 0
XORing them:-
0 1 0 0 1 1 1 1 or 79

What happens if you XOR 79 with 96 again?

79 = 0 1 0 0 1 1 1 1
96 = 0 1 1 0 0 0 0 0
XOR 0 0 1 0 1 1 1 1 or... surprise, surprise, we're back to 47!

While on the subject of corrections and explanations, **Graham Clarke** from Mill Hill in London has been having a bit of trouble with the command EX HL,DE. His assembler won't accept it and neither is it in the Z80 opcode list. Quite right! The correct format for the command is EX DE,HL! My Picturesque Assembler doesn't mind which way round you put it in, so it was carelessness on my part.

Another reader's assembler doesn't like 1BECH! Well, **Matthew Taylor**, it would help if I knew which assembler you had! The number 1BEC is a hexademical number and my assembler insists one that all numbers start with a numeric character and two if they're in hex the numbers are followed by 'H'. Thus if you wanted to enter the number 255 in hex (which is FF) you would have to put 0(since F is non numeric)FFH! Okay? Your own assembler will have its own way of dealing with hex numbers. Have a look at the instructions. If it *can't* cope with them you'll have to translate them into their decimal equivalents. Thus 1BEC is 27*16+236 or 7148.

Tycho Pandelaar from Holland sent in this short Basic program to generate an attractive italic character set. Once you've run the program, you can save the code on its own with SAVE 31571,32511-31572 and reload it to any convenient address. Don't forget that you'll need to POKE 23607 so that the ROM knows where to find the new characters!

Eddy Grabczewski from East Dulwich in London sent in this routine. He says, "It's not very flash but I keep using it." What more can anyone want of a routine, Eddy?

So, what does this routine *do*? If you're writing programs, it's a good idea to save successive versions at regular intervals — just in case! Eddy uses the following file name structure for names. "Test1.bas". After a day's work he finds he has a whole load of programs on his microdrive cartridge, none of which he wants to keep!

This program will help with getting rid of these unwanted intermediate versions. I think this is a t'riffic idea and should encourage all of you to keep enough back up versions of your developing programs. Nothing is worse than losing ten hours' work just because you couldn't be bothered to take back ups!

The program prompts for a drive number and does a CAT. Then it prompts for four pieces of information, the first part of the number, the first version number and any suffix. It will then erase *all* versions within the specified range, and loop back to the CAT prompt.

```
10 LET n=1
20 INPUT " CAT "; INK 2;"*";
LINE n$
30 IF n$<>"" THEN LET n= VAL n$:
CAT n
40 INPUT " ERASE "; INK 2;"*";
LINE a$;INK 2;"*"; LINE b$; INK
2;"*"; LINE c$; INK 2;"$"; LINE
d$
50 IF b$="" THEN LET b$="-1"
60 IF c$="" THEN LET c$=b$
70 FOR a=VAL b$ TO VAL c$
80 IF VAL b$>=0 OR VAL c$>=0
THEN LET e$=a$+STR$ a+d$
90 IF VAL b$<0 OR VAL c$<0 THEN
LET e$=a$+d$
100 PRINT e$
110 ERASE "m";n;e$
120 NEXT a
130 GOTO 20
```

Oh dear! I've run out of space again and I've got loads more for you. Don't forget to send any routines, problems or comments you've got to Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. I'll be back next month!

ALL LETTERS WIN A YS BADGE

1st PRIZE

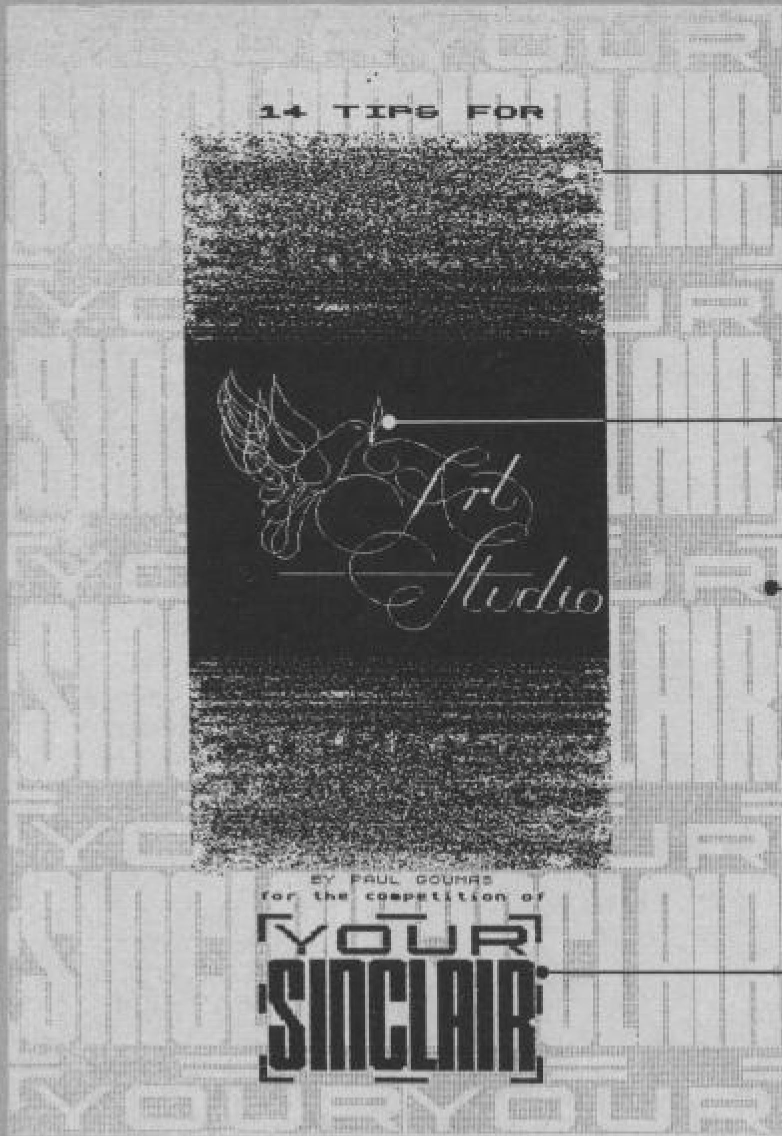
P.G. Tips

Paul Goumas **is our other first prize winner. Paul comes from Athens in Greece – though it'll probably cost less to send Paul's prize to him than it cost Paul to send his entry to us. It was almost a novel!**

Firstly, Paul shows that if you start connecting a few circles together you can achieve some really stunning effects with text and flourishes. He suggests that you should always position the centre of the circle with the Point option. Otherwise you won't have a clue where you are after a botched attempt.

Also on the subject of circles, Paul reckons that there's no point in drawing a circle without Elastic on (I mean the feature, silly!)

The wings on Paul's bird were created with circles, but if you look closely you'll see that he's only drawn one wing. The others are re-scaled and turned over versions of the first one. Nice idea Paul!



Fine Lines

This fading effect is done by using the Spray Can on the whole screen and then inverting it.

Here's the bird Paul's drawn. He's inverted it so that it's come out as white on black.

Paul got this subtle shading in the background of the *YS* logo by first taking a pre-drawn logo and then filling in the white areas around it in the thickest texture. He then inverted the whole screen and printed it several times on both sides of his paper without the ribbon in. Clever, huh?

This bit of the screen was simply printed over the *YS* logo shading, but this time with the ribbon in. Now why didn't I think of that?

Save Your Screen

An AMX mouse is on its way to *Alan Duncan* of Dalkeith in Midlothian who sent in a tip to help you with the development of your pictures.

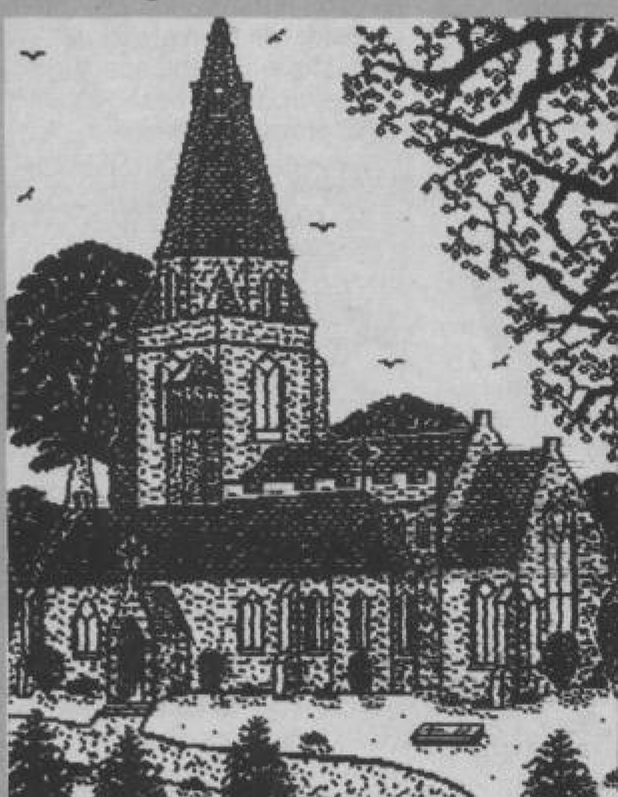
When you've toiled long and hard over all the fiddly bits of your piccy, but you want to try something out on it, use the Window feature to copy it before doing anything drastic. As you'll soon find out if you don't, the Undo features sometimes doesn't. And you're undone.



Drawing By Numbers

A brill drawing, like *K Tully's* from Ashford in Kent, isn't so hard to do provided you follow his tip.

He grids the picture that he's working from and numbers the squares in the same way as the Grid function in *Art Studio*. Now he uses the age old trick of copying each numbered square from the source to the destination. Who'd have thought of applying it here though? Ber-illiant!

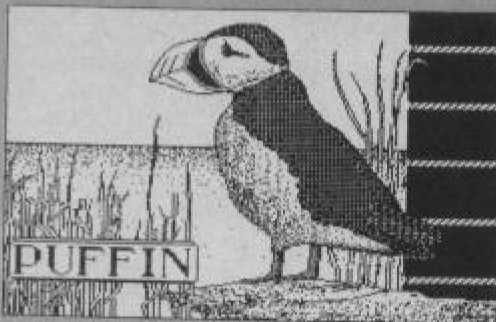


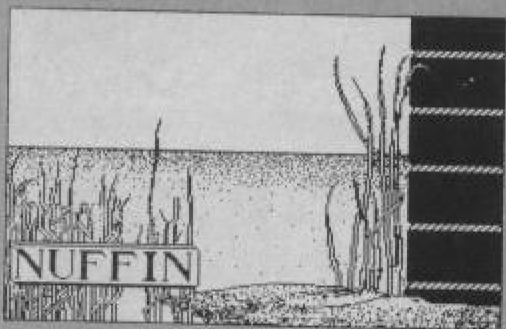
Practising Your Scales

Calum Benson **of Hamilton in Scotland collects a runners-up prize for showing just how good cartoon characters can look when drawn with *Art Studio*.**

In magnification mode, x4 is by far the best, says Calum. x2 and x8 are too fiddly for any serious use. He also suggests that if you're planning to do any scaling or re-scaling, make sure you use bold text otherwise you're liable to lose a fair bit of clarity.



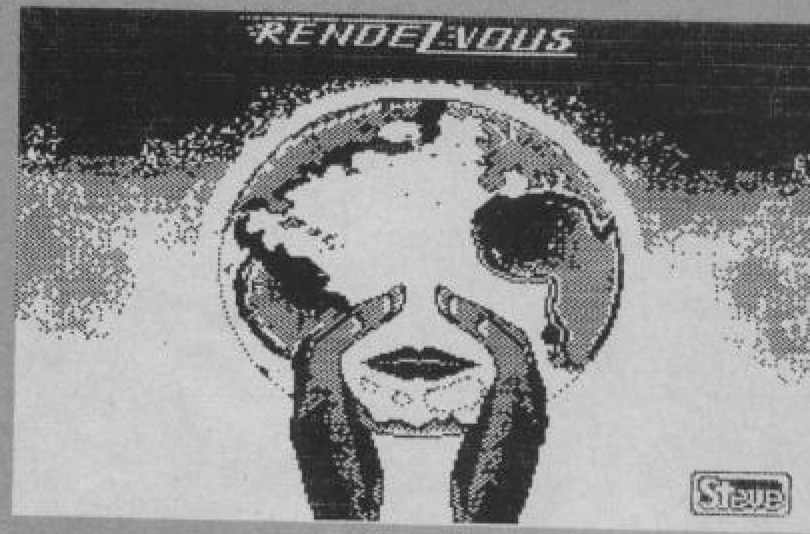




Puffin 'n' Pantin'

These two pics come from *Roger Evans* of Barry, South Glamorgan, who gets a runners-up prize partly for his tip, but mostly for the silly way he used it himself.

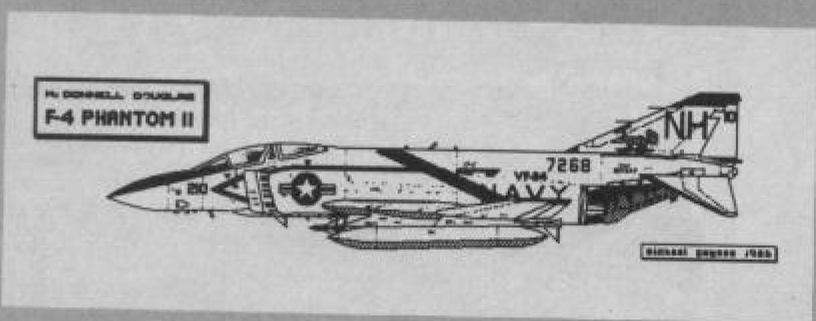
Using the Window features on your animated frames means you can create frames quickly and simply. With these features you don't need to redraw the whole picture, only the part that's going to change. You can see for yourself what Rog got up to by switching between the two screens to tell his visual joke. Laugh? I nearly started! Impressed? I sure was!



Colour Clash

The first runner-up is *Steve Green* of Swindon, who has a useful colour tip. It not only avoids the attribute clashing problem, but actually improves the look of your final picture.

If you have two colours next to each other that clash horribly, Steve suggests that you blend the two areas together with the Spray Can. This loses the hard lines that attributes bring with them, and it also improves the overall effect. Steve says that if a colour clash is unavoidable, you should use colours of about the same brightness, so that the problem is not as noticeable.



Jet Printer

***Michael Gwynne* of Farnham in Surrey wins a runners-up prize for the use of his printer, and his stunning picture of a Phantom jet.**

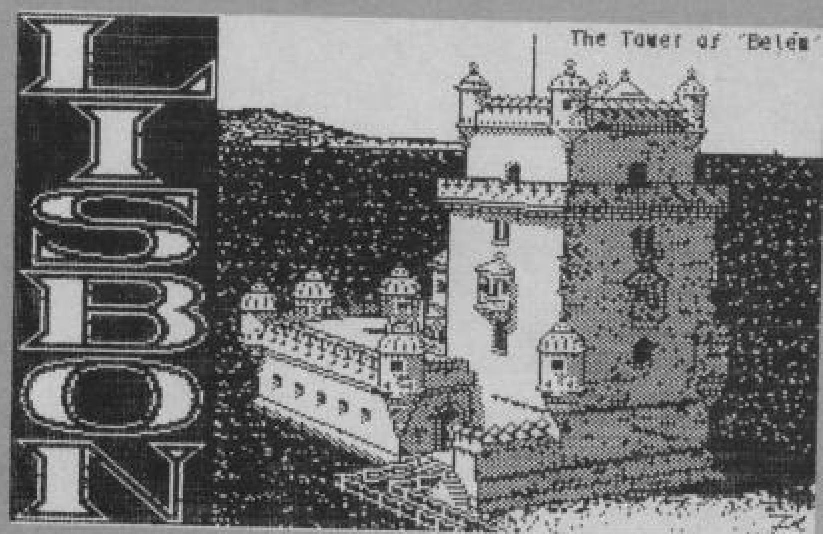
Now you may well have noticed, Michael's piccy is a bit bigger than your average Speccy screen. In fact it's three screens wide. He printed one after the other, without moving the printer reel. This is a great idea if, like Michael, you want to cram more detail into your pictures.

COMPO WINNERS

YOU'RE ALL ART

Roll over Renoir, the YS artists are here! Following our Art Studio *Compo back in the April issue,* Troubleshootin' Pete *picks up the critic's palette to judge the entries for the* YS *Autumn Exhibition…*

So, here are the results, and believe me, it wasn't an easy competition to judge, either! Some of the entries were brilliant; the rest were just excellent. What a choice to make! But, after much squabbling, the winners were decided. And there was a lot at stake, too. The two first prize winners walk off with Microvitec colour monitor, plus an AMX Mouse, while the six runners-up get an AMX Mouse each – all courtesy of Rainbird.



1st PRIZE

Spray Cannability

***José Figueria* of Lisbon in Portugal is a dead cert for one of the two first-prizes, not only for his clever tips, but also for this amazing piccy of his home town.**

José has found an ingenious way to cure a niggling problem when using the Spray Can. If you've ever wanted to texture an area using this function, you'll have found that the edges of any adjacent area are spoiled – much the same as if you used a proper spray can. José gets around this in the following way:

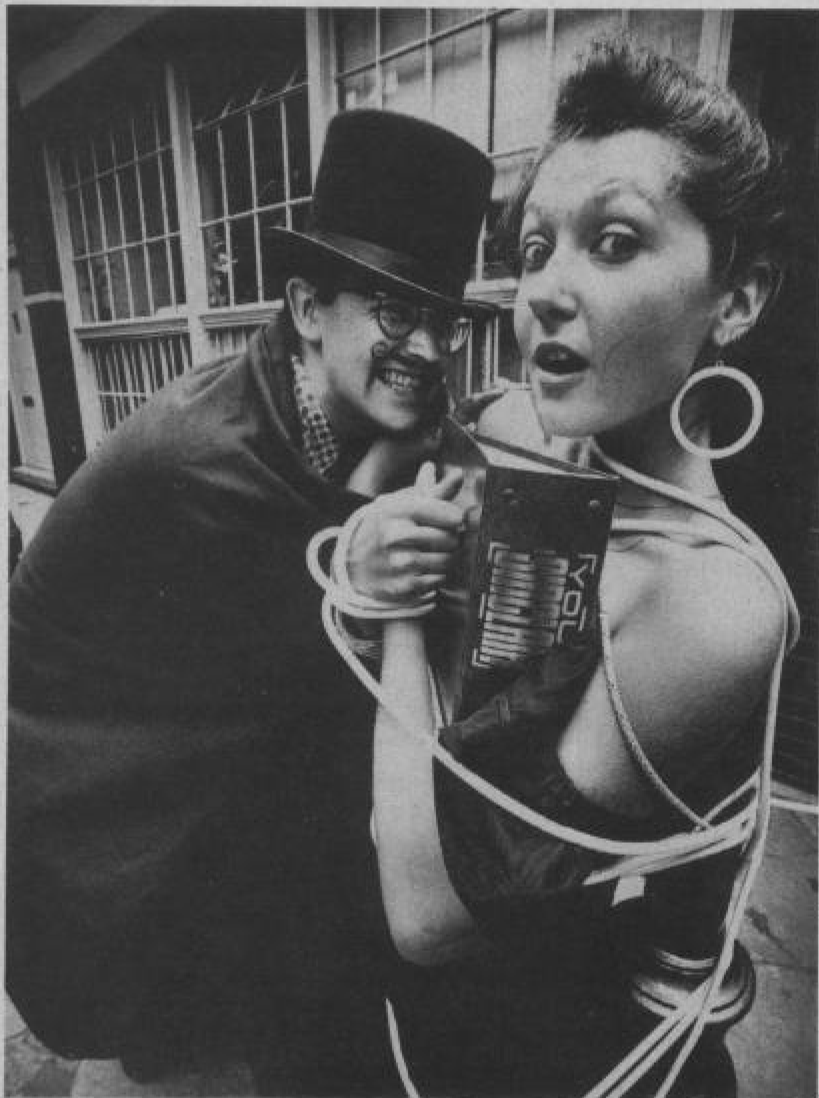
1 Save the current screen just before you want to add any spray texture.
2 Solid Fill the area you want to spray.
3 Turn Inverse on and Over off.
4 Spray all over the filled area with the spray can, including the edges where it meets other areas.
5 Merge the saved screen back in.
6 Turn Inverse off.

Not content to leave it at that, José even includes a few POKEs to change the control keys in version 1.5C of *Art Studio*.

***POKE 34810* - Left key CODE**
***POKE 34811* - Right key CODE**
***POKE 34812* - Up key CODE**
***POKE 34813* - Down key CODE**
***POKE 34814* - Select key CODE**

Great stuff, José! A herd of elephants should be dragging your prize over the Pyrenees right now.

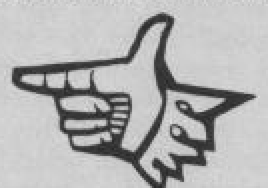
What A Bounder



Haylp, haylp! Unhand me, Sir. You cad, do not trifle with my trifles . . . Mama would not approve, you binder.
Heh heh heh.
You cruel and evil man. What are your intentions?
You WILL buy a naughty *YS* binder, sweet Caroline. Heh heh.
Oh, I can't afford such a thing! Oh haylp!
Oh yes you can! Heh heh.
(tinkley piano tones, diddle-liddle-um, diddle-liddle-um . . .)
I can't! I'm too tied up . . .
Heh heh. At only Four Pounds and Ninety-five New Pence, anyone can afford the unashamed luxury of a *YS* Binder . . .
Oh, you blackguard, you scoundrel . . . Okay, I'll have two!
(And with one bind, she was free . . .)

Please send me.......... *YS* Binders.

Please tick the correct box.



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☐ Rest of the World £5.95

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(*Delete as applicable)

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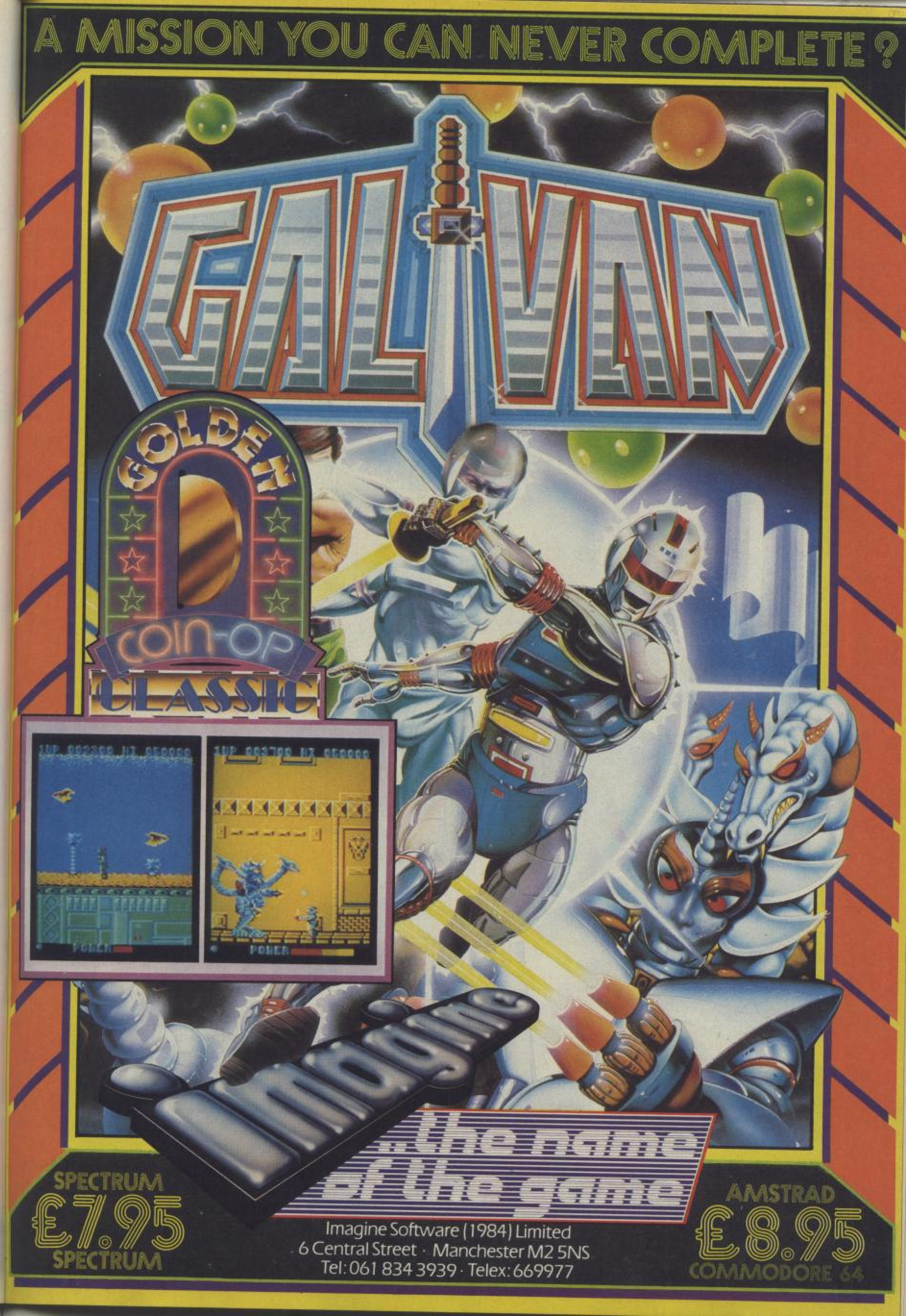
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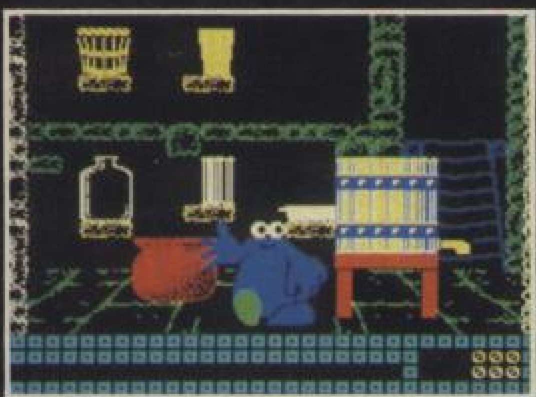

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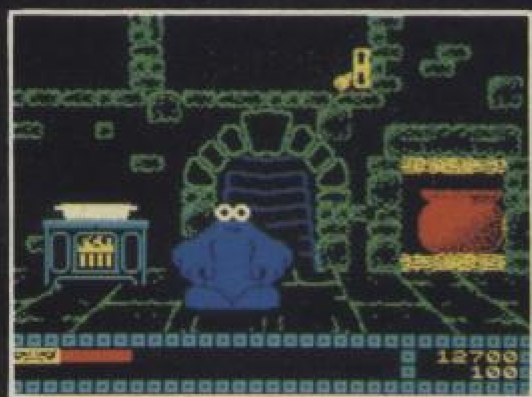
you stupid BERK!

THE TRAP DOOR

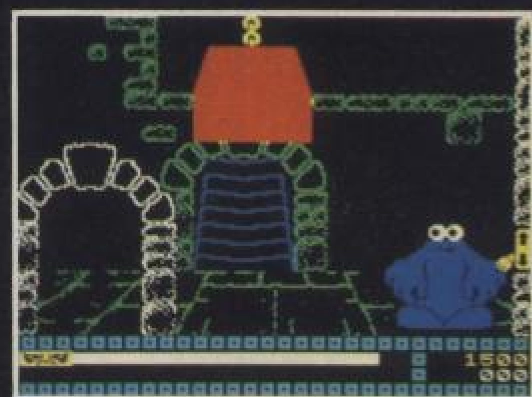
Possibly the weirdest programme on the telly this autumn is now being weird on the Speccy. *YS*'s resident berk, *Phil South*, opens the *Trap Door* to see what's cookin'...



The well stocked kitchen from MFI, in stone effect blocks that you can assemble yourself... with judicious use of a little magic or a JCB. Well, Berk, everything you need to make a lot of awful... er, an awful lot of meals.



It's a send up! For sending food up to the Master, that is. You wouldn't dare to send up Him Upstairs... dear me, no. People end up as frogs that way. Just cook things in the oven, put them in the dumb waiter and go up the stairs to pull the lever. Get the job done!



The Master sent for a long weight... and you're still waiting. Still, if any fire breathing machines trundle this way, you can always lure them under the weight. Or anything metal for that matter. Hmmm.

Life as a lowly Berk can be a bit trying. Like when He Who Must Be Obeyed wants his fried eggs and the stupid Bird doesn't lay. Or when you're trying to make boiled slimies, and the flippin' slimies don't want to be caught. Or when you're trying to get a can of worms together and that divvy Drut keeps eating them before you can can 'em... tsk! There he goes again!

And now Him Upstairs wants his eyeball crush, but the Crusher keeps missing the vat. You went to all that trouble to grow the eyes, pick them and put them in the vat, and now the daft beggar can't even crush them for you. Time's run out and Him Upstairs has changed his mind! That does it. It's time to end it all by throwing yourself into the inky depths beyond the trap door... Ahhhhhhh.

It's a well known fact that if you present the best programmers with a computer that has limitations, they'll make it their business to push their games so close to those limits you can't stick a fag paper in the gap. Witness the quantum leap in graphics between the first games on the Speccy like *Manic Miner* and the latest offerings like *Starstrike II* and *Heavy On The Magick*. So, you may have thunk to yourself, that's as far as the attribute-stricken Spectrum can be pushed. Oh ye of little faith. If I told you that I'd just played a game on my Spectrum that wouldn't look out of place on an Amiga, would you believe me? Fortunately you don't have to take my word for it. Check out the screenshots for yourself, and see whether you can tell the difference between this and an animated cartoon...

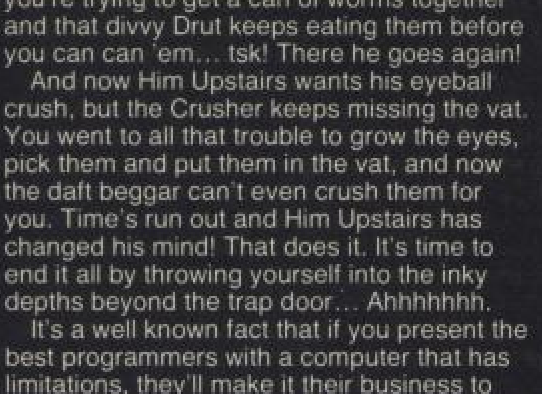
Based on the forthcoming plasticine peopled TV show of the same name, *The Trap Door* is the story of Berk and his encounters with the beasts lurking under the door in his kitchen floor. If the series is even half as funny and cleverly done as the game, then it should be good indeed. And you have to look very closely indeed to pick out *any* attribute clashes at all; even more startling as the sprites themselves are enormous. Some are at least a third of the screen high! The amount of animation in each single sprite character, not to mention their artificial intelligence, is more than most games have in the whole program!

You have a series of tasks to perform for your hungry master upstairs, and not only do you not know what they are beforehand, but the tools you need to do the job are scattered around your dungeon. Some are small and hidden within others, but the problem with most of them is that you have to suss out the task they're most suited to first. I say *most* suited, because you can use almost all the items in more than one way. This comes in very handy if you lose the proper utensil to complete a particular meal; a spot of lateral thinking and you can usually use another to the same effect.

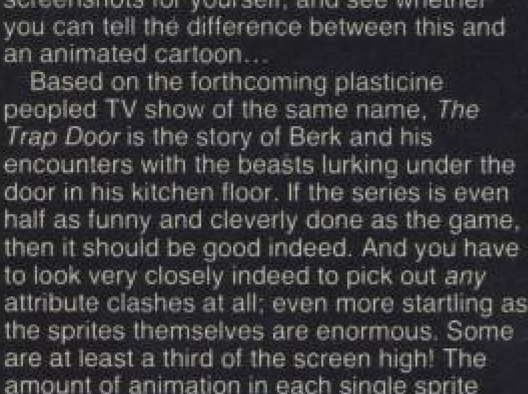
Berk can move every object in the dungeon; those which are too heavy to lift he shoves along the ground. You don't have positional problems picking things up either, as Berk zeroes in on objects and doors. In a lot of other games the first hour or so of play is spent learning how to cope with the sprites. No such problems in *Trap Door*. Everything you want, you can get. Just gently push Berk in the right direction and he'll get the idea and carry out your wishes.

Even the music and sound effects match up to the graphics and playability. For the best effect try passing the sound through your stereo from the EAR socket, or even listen to it with a pair of headphones!

Don't believe anything else you hear, this is *the* game for the Speccy. And don't be put off by the packaging either. Yes, I know it's a bit naff, but ignore it, especially *that* sticker. Height of bad taste, I call it. Brush all these obvious turn offs aside and buy it. For my money, this is one of the *best* arcade games ever on the Spectrum. (And yes, Piranha, you *can* quote me on that.)



Your eyes could be on stalks... if you grow them in these pots. From little beady seeds, great mince pies do sprout. Collecting them's not easy, carrying them about from room to room. Perhaps this is one time to put all your eyes in one basket.



In the Cellar? Heh, heh. I'm not falling for that old one... ahhhhhh! Urgh! What's that slithering around in the mud? It's all slimy... oh, it *is* a Slimy. Slippery little beggars, especially when wet, like most things really. If only you had a cup to put 'em in...

Graphics
Playability
Value for Money
Addictiveness
9

FAX BOX

Game	The Trap Door
Publisher	Piranha
Price	£7.95
Joystick	Kempston

Keys Q = Back, A = Forward, Z = Left/Pull X = Right/Pull, and C = Drop.

SHUT THAT DOOR!

Ah yes, the crux of the whole matter is the Trap Door itself. How to use it, when to open it, and how much Mr Sheen to polish it with... a Berk who knows his Trap Door and when to close it is clearly a Berk to be reckoned with. Here's a closer look at some of the utensils you can use in the game, with a few tasty tips for those culinary cook-ups so beloved of Him Indoors.

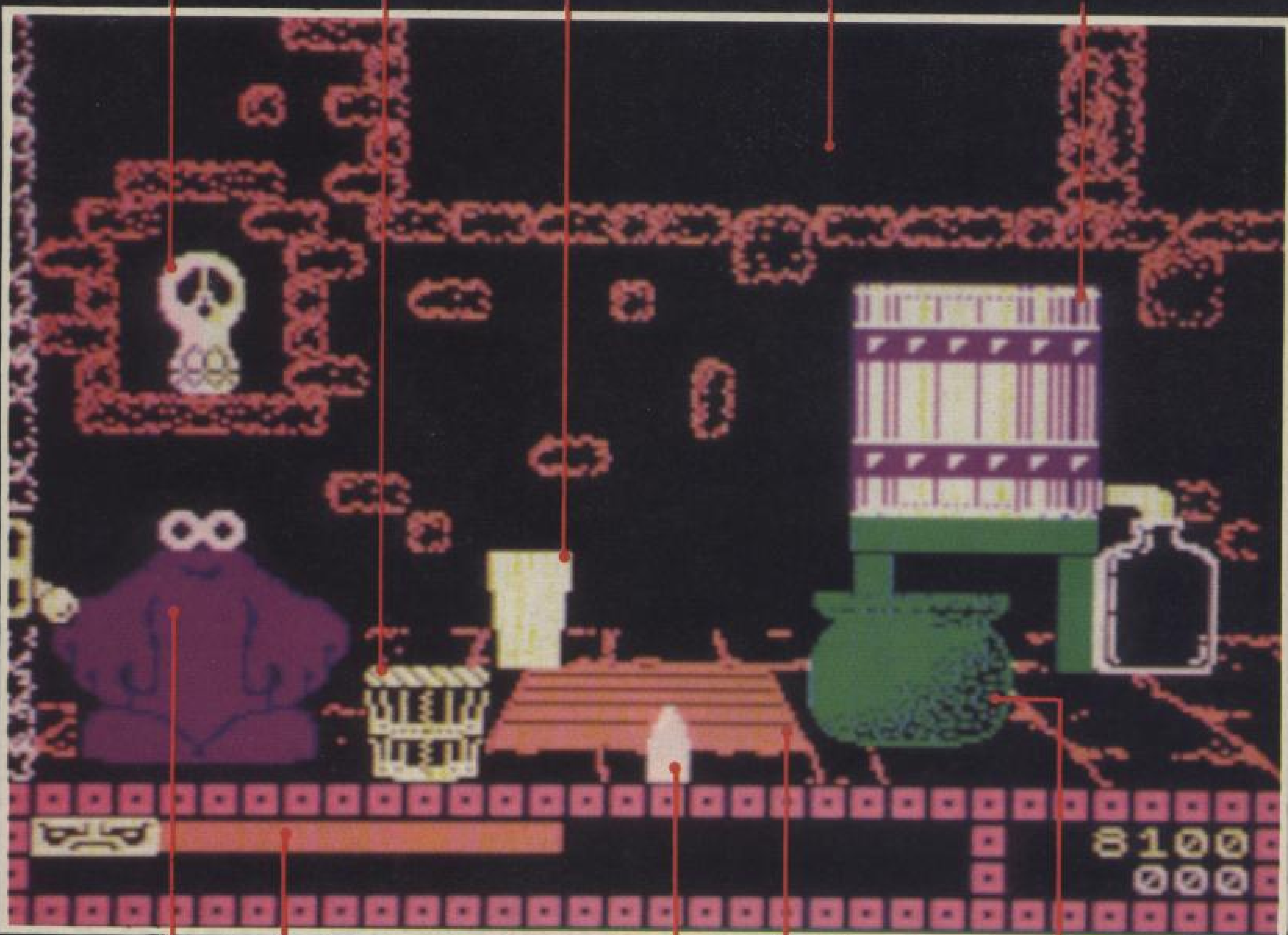
Alas poor Boni, I knew him well... Boni is a helpful sort of chap. In fact, if you pick him up, he might give you the benefit of his advanced age. He is a help mode in a skull - keeps it all in his head. And he ain't got no body but you!

No, it's not a waste paper bin. It's a basket. A very expensive one actually. It's always a good idea to look inside things like this, 'cos you never know what useful little weapons might be hiding within. Once you've finished using it as a storage jar, you can go squishy eyeball gathering.

Beaker, beaker glowing bright, like a toothmug in the night. Nice waterproof beaker, this. Such a nice colour too. Where'd you buy it, Berk? Big Boots Cookshoppe? Hmm. Good for putting wet slimy things in, you say? But surely you wouldn't fit in there? Oh, don't sulk.

I'll give you a tip. If you're gonna tip, tip from the balcony. If you've got a load of stuff you want to unload, skip up here, Skip, and tip the skip over the lip into the vat to the very last drip... (phew) Cauldrons and vats are too high to tip into on the floor, so get up here.

Vat's entertainment! Eyeballs can have a lotta bottle if you crush 'em in the vat. But its position has got to be just right... Mind you, I've seen Berk catch the liquid crush in the bottle just by standing next to the tap. He didn't even have to put it down!



You Berk! Yes you. You're the slave hereabouts. So get the job done. How many steps back can you take from here? Three, isn't it? Handy to know there are four positions you can stand on across any given room, eh? Well, if you want to position anything precisely on the floor it is. You Berk!

It's a race against time, Berk. This is a very accurate index of how long it will take He Who Must Be Obeyed to change his mind about what he wants. So you've gotta work fast. And you've also gotta get it right, or else face His displeasure. And there's a lot of slimies in the cellar who used to be Berks.

Number one with a bullet. If there's something you can't upset 'cos it's out of your reach, then shoot it down... you haven't got a gun? Oh, that's easily fixed. Put it on the Trap Door and open it up. *Wang!* Right in the parson's nose! That'll teach him to whitewash your floor.

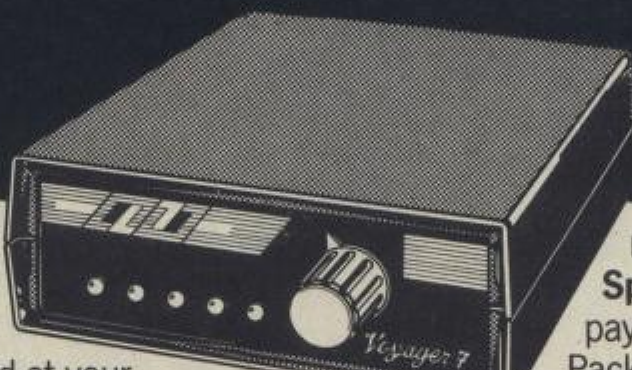
(cccrrreeeaaakkk!!!) Here it is. The Trap Door itself. Beneath the knotted and gnarled wood lurk *the* weirdest creatures. If at any time you open it and come face to snout with the wrong creature, snap it shut again. Next time you open it, another beak will be sticking out.

Cauldron? Hey, aren't you in the wrong game? Oh, that's your brother and he's a Cauldron Too! Oh. For boiling things, you can't beat a good old iron pot. Well, you could but it'd hurt your hand. Blimmin' solid they are.

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YS10 86

Recipe Card

SEAFRESH Tune-A-Paté

You want to add tasty machine code music to your own games? Well, open a tin of Tune-A-Fish in the company of this month's Master Chef *Benny Modig*, and see how easy it can be.



If you ever thrilled to the music on your Spectrum computer games, and wondered if your games could sound as tuneful, then this is the recipe for yoo-hoo! You see, the reason you're so incredibly gripped, excited and thrilled by the music in professionally produced games is this: the tunes are stored in machine code in a space in the computer's memory and riffed through jolly fast by a miniature reading routine.

Contained within this awfully short program are all the necessary doobries to add your music to your own games without interrupting the action! You can compile the code of your music to anywhere in memory, so that it fits in with any programming needs. Also, it's only 189 bytes long, so it'll work with quite long programs.

The drawback of using sound with Spectrum programs has always been that in order to generate the sound, the computer has to stop processing. This lasts for the duration of the sound, which in some cases could be a whole second, making arcade action very slow indeed. The great strength of this program is that it holds up the program in operation for only about (set at top speed) 0.01 of a second to make your sound effects and musical tones. So, this is one dish you can't afford not to serve in your Spectrum!

INGREDIENTS

- **1 Ear (for playing by)**
- **1 blanched Dubois**
- **1 can of Tuna**
- **1 finely chopped copy of *YS***
- **1 minced Tuna-A-Paté program**
- **1 fish finger (for typing)**
- **1lb of flesh (you must sit on something)**
- **1 lightly grilled Data recorder**
- **1 Sinclair Spectrum micro (wave)**
- **2 slices of wholemeal bread**
- **Butter**
- **A knife**

Serves: *48K*

Typing Time: *approx 25-30 mins*

Loading Time: *20-30 secs*

WHAT TO DO

First wash your hands and lay out all the ingredients on a clean work surface. Spread a little butter on the bread and pile Tuna on one slice. Press the other slice on top of all this and eat. Hurry up, there's work to do! Nice? You bet. Okay, down to business...

Type in the program as listed (a Tried'n'Tested product) and save it to tape as SAVE "TUNE-A-FISH" LINE 1. Now, all you need to add music to your programs is together in one ready-to-serve portion. After running the program you are faced with the main menu.

STARTERS

C....*Changes the speed of the piece of music*

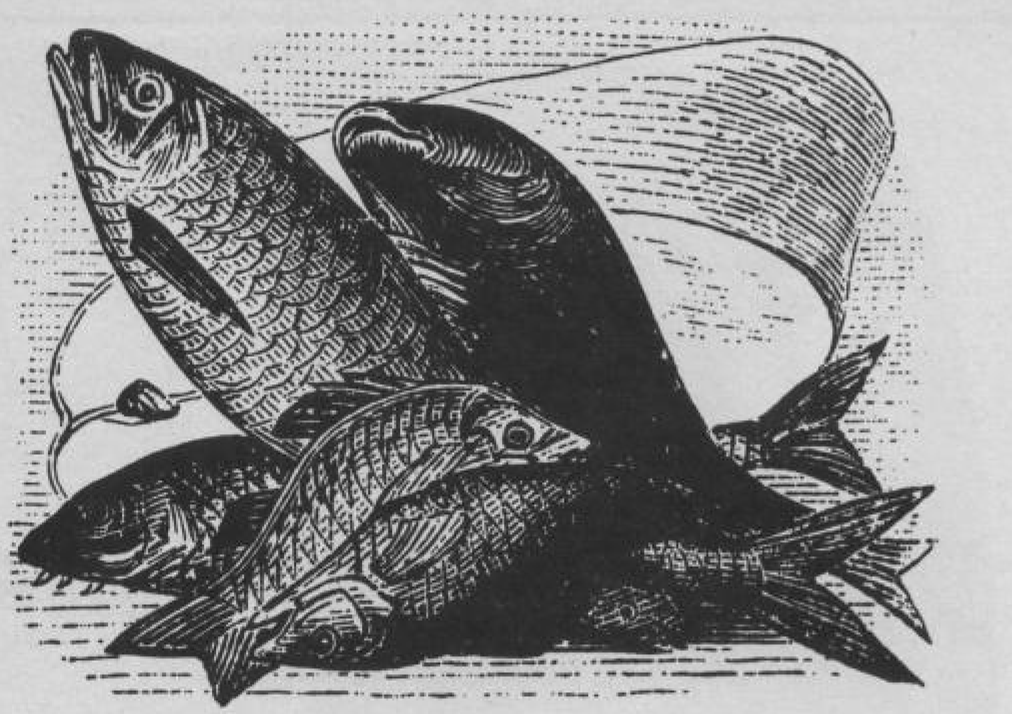
O....*Gets you out of the program*

S....*Saves your compiled tune*

L....*Listen to your tune*

K....*Compiles your tune to megaquick code*

SERVING *Suggestions*



Mmmm. There are so many tasty ways you can enjoy your *Tune-A-Paté*. There are a couple of limitations to the program, but with careful programming and a bit of forethought, these problems can be overcome.

The number of notes you can compile at one time is limited to 17 maximum. If the tune you want to compile is longer than this, and what tune isn't, you can do the following:

Put the tune in groups of 17 notes in DATA statements at the beginning, in the same way as the demo tunes, with a REM command before them. Remove the REM from a line and compile it to your first block of memory. Then put the REM back and remove the next line's REM and compile that to the next address after the last piece you compiled. (Got that?) Repeat the procedure until all your notes have been compiled. You call back the routine with LET I=USR adr1:LET I=USR adr2:.. and so forth, where adr is the address where you put the notes.

Tune-A-Paté is so versatile. With thoughtful programming, and a little knowledge of the BEEP command, you can not only program tunes into your games, but also superfast sound effects which don't interrupt the action. Now there's a herring sandwich.

The Program

Tasting Tuna Tunes couldn't be easier. Simply tap in the program below and save as SAVE "TUNE-A-FISH" LINE 1. Then you're ready to serve.

Lines 2-4 These are demo tunes stored in REM statements to illustrate the method of inputting notes to the compiler.

```
   : REM Examples.Delete the REM
-statement in front of the DATA-
statement
   2 DATA .01,0,.01,2,.01,4,.01,
6,.01,8,.01,10,.01,12,.01,14,.01
,16,.01,14,.01,12,.01,10,.01,8,.
01,6,.01,4,.01,2,.01,0,-1
   3 REM DATA .08,0,.07,40,.06,1
,.05,39,.04,2,.03,38,.02,3,.01,3
7,.02,4,.03,36,.04,5,.05,35,.06,
6,.07,34,.08,7,.09,33,.09,33,-1
   4 REM DATA .1,7,.1,7,.1,5,.1,
3,.2,2,.1,2,.1,2,.2,5,.1,3,.1,2,
.2,0,.1,0,.1,0,.2,3,.1,2,.1,0,.3
,0,-1
  25 LET sp=1: DIM f(42): DIM d(
14): DIM a(14): DIM m(34)
  27 GO SUB 3000: GO TO 70
  30 LET ind=1
  40 LET adr=adr+8: GO SUB 900:
LET adr=adr-6: GO SUB 900: LET a
dr=adr+2: GO SUB 900: GO SUB 900
: LET adr=adr+4: GO SUB 900: GO
SUB 900: LET adr=adr-4: GO SUB 9
00
  45 LET adr=adr+2: GO SUB 900:
LET adr=adr+4: GO SUB 900: LET a
dr=adr-8: GO SUB 900: GO SUB 900
: GO SUB 900: LET adr=adr+111: G
O SUB 900: GO SUB 900
  46 LET ind=1
  50 LET adr=adr2: GO SUB 910: L
ET adr=adr+112: GO SUB 910: LET
adr=adr+6: GO SUB 910: LET adr=a
dr+9: GO SUB 910: LET adr=adr+7:
 GO SUB 910: LET adr=adr+6: GO S
UB 910: LET adr=adr+7: GO SUB 91
0:
  55 LET adr=adr+3: GO SUB 910:
LET adr=adr+10: GO SUB 910: LET
adr=adr+3: GO SUB 910: LET adr=a
dr+9: GO SUB 910: LET adr=adr+7:
 GO SUB 910: LET adr=adr-13: GO
SUB 910: LET adr=adr+16: GO SUB
910
  60 LET ind=1: FOR f=1 TO 14: G
O SUB 950: POKE a(f),ldata: POKE
 a(f)+1,hdata: NEXT f
  75 CLS : PRINT "CHANGE SPEED--
------C": PRINT "GET OUT OF PROG
RAM--0": PRINT "SAVE THE TUNE---
----S": PRINT "LISTEN TO THE TUN
E--L": PRINT "COMPILE-----------
--K"
  80 INPUT U$
  82 IF U$="C" OR U$="c" THEN GO
 TO 7000
  85 IF U$="0" THEN LIST
  90 IF U$="S" OR U$="s" THEN GO
 TO 5000
  92 IF U$="L" OR U$="l" THEN LE
T in=adr2+8: LET h=INT (in/256):
 LET l=in-h*256: POKE adr2,l: PO
KE adr2+1,h: PRINT AT 20,5: FLAS
H 1;"Press any key for menu": PO
KE (adr2+124),sp: GO TO 6000
  94 IF U$="K" OR U$="k" THEN IN
PUT "Address?";adr: PRINT AT 10,
10;"PLEASE WAIT": LET adr2=adr:
GO SUB 1000: GO SUB 2000: POKE
adr(2+124),sp: GO TO 30
  95 GO TO 80
 900 LET d(ind)=adr: LET ind=ind
+1: RETURN
 910 LET a(ind)=adr: LET ind=ind
+1: RETURN
 950 LET hdata=INT (d(ind)/256):
 LET ldata=INT (d(ind)-hdata*256
): LET ind=ind+1: RETURN
1000 RESTORE 8900: FOR f=(adr+10
6) TO (adr+188): READ x: POKE f,
x: NEXT f: RETURN
2000 LET koadr=(adr2+8)
2010 RESTORE 1: FOR f=1 TO 34 ST
EP 2: READ len,dur
2020 IF len=-1 THEN FOR h=koadr
TO (adr2+110): POKE h,0: NEXT h:
 RETURN
2030 LET m(f)=len: LET m(f+1)=du
r
2040 LET dur=dur+1: LET de=f(dur
)*.01: LET hl=437500/f(dur)-30.1
25: LET antal=(len/.01)/2
2050 LET highde=INT (de/256): LE
T lowde=(de-highde*256): LET hig
hhl=INT (hl/256): LET lowhl=(hl-
highhl*256)
2060 POKE koadr,lowde: POKE koad
r+1,highde: POKE koadr+2,lowhl:
POKE koadr+3,highhl: POKE koadr+
4,antal: LET koadr=koadr+6
2090 NEXT f
3000 RESTORE 9002: FOR g=1 TO 41
 READ x: LET f(g)=x: NEXT g: RE
TURN
```

Line 5005 Here the SAVE routine is shown as a microdrive routine, but if you want it to work with tape, simply delete the *"M";1; parts of the line.

```
5005 INPUT "Filename?";N$: SAVE
*"M";1;N$CODE adr2,189: PRINT "S
aved the routine from";adr2;" to
 ";adr2+189: PRINT "Load it to a
ddress=";adr2: PRINT "To call th
e routine use:LET I=USR ";adr2+1
23: PRINT "Press any key": PAUSE
 0: GO TO 70
```

Line 6000 The Listen routine, including a moving asterisk to show that the delay is always the same.

```
6000 FOR F=0 TO 30: PRINT AT 10,
F;" *": LET i=USR (adr2+123): NE
XT F: IF INKEY$<>"" THEN GO TO 7
0
6005 GO TO 6000
7005 PRINT "CURRENT SPEED IS:";s
p: INPUT "New speed?(1-255)";sp:
 BEEP .1,0: GO TO 70
```

Line 8901 The machine code interrupt and controller program.

```
8901 DATA 0,0,0,0,0,42,184,136,1
,6,0,17,186,136,237,176,201,6,1,
197,58,186,136,254,0,40,28,58,19
0,136,254,0,40,33,61,50,190,136,
221,126,2,237,91,186,136,42,188,
136,205,181,3,193,16,221,201,33,
192,136,34,184,136,205,39,137,19
3,24,208,42,184,136,1,6,0,9,34,1
84,136,205,39,137,193,24,192
```

Lines 9002-9003 A table of note frequencies to make the notes you hear closer to real musical pitches.

```
9002 DATA 261.63,277.18,293.66,3
11.13,329.63,349.23,369.99,392,4
15.3,440,466.16,493.88,523.25,55
4.37,587.33,622.25,659.26,698.46
,739.99,783.99,830.61,880,932.33
,987.77,1046.5,1108.73,1174.66,1
244.51,1318.51,1396.91,1479.98,1
567.98,1661.22,1760,1864.66,1975
.53
9003 DATA 2093,2217.46,2349.32,2
489.02,2637.02
```

Bon Appetit!

CORE WHAT A COMPO!

Core! What a scorcher this compo turned out to be. These fifteen people get a personal hi-fi and a copy of Core each.

Paul Sandever of Harrogate, N Yorks; Matthew Hunter of Wisbech, Cambs; Kenneth Little of Hamilton, Scotland; Phil Dunn of Uxbridge, Middlesex; Christopher Green of Fife, Scotland; C Hurst of Kelso, Scotland; Garry Cappuccini of Bishop's Stortford, Herts; Paul Woodall of Bromsgrove, Worcs; Simon Smyth of Larne, Co Antrim; Jonathon Wren of Huntingdon, Cambs; L Brogden of Harrogate, N Yorks; Derek Morgan of Skelmersdale, Lancs; Mark Hill of Addlestone, Surrey; Colin Kerr of Lanark, Scotland; Stephen Brown of Kemnay, Scotland.



ON YER BIKE COMPO

WINNERS

Papers, papers! Read all about it! A Vektar bike and copies of Paperboy *will be delivered to these people.*

Winner: Timothy Berry of Haywards Heath, W Sussex.
Runners up: Julian Young of Lofthouse, Wakefield; T Cox of Widmer End, Bucks; Richard Kerse of Watford, Herts; Ross Walker of Calderwood, E Kilbride; Stephen Cheesman of Worksop, Notts; Anthony Wright of Sunderland, Tyne and Wear; Leif Findlay of Fern, Angus; William Haig of Carntyne, Glasgow; Kenneth Banks of Glasgow; Nicholas Jacobs of Tilehurst, Reading; Jayne Lamerton of Crownhill, Plymouth; Russell Fray of Lower Heyford, Oxon; Julian Morris of Stoke on Trent, Staffs; Steven Brown of Exeter, Devon; M Watson of Wrexham; Andrew Cattrell of Upminster, Essex; Peter Betts of Glinton, Peterborough; David Pratt of Gorleston, Great Yarmouth; Andrew Hipwell of Solihull, W Midlands; Stephen Gallagher of Celbridge, Co Kildare; Alyson Griffiths of Bridgend, Mid Glamorgan; Stephen Brown of Hull; N Higgins of Chelford, Cheshire; David Port of Liversedge, W Yorks; Andrew Foster of Sunderland, Tyne and Wear; John Simpson of Paisley, Scotland; Paul Davison of Billingham, Cleveland; Paul Jones of Hull; Christopher Alcock of Bellingham, London; Gary Donnelly of Coatbridge, Lanarkshire; Rodney Andrews of Ringwood, Hants; P Rosser of Merthyr Tydfil, Mid Glamorgan; David Satelle of Ballyfermot, Dublin; Hamish Rust of Inverurie, Scotland; Suneet Cherian of Kuwait, Arabian Gulf; Ruairidh MacDonald of Grimsay, North Uist; W Stephenson of Clacton, Essex; M Sellar of Edinburgh, Scotland; Grant Benjamin of Rushden, Northants; N Christensen of Silkeborg, Denmark; J Fowler of Frecheville, Sheffield; Christian Holst of Molle, Sweden; Adrian Culley of Crewe, Cheshire; Adrian Musk of Ely, Cambs; Tristan Hunting of Battle, East Sussex; Kenneth Adam of Kilbarchan, Scotland; Matthew Stapleton of Ayr, Scotland; Caroline Ellis of Pinner, Middlesex; Dharinder Sharma of South Norwood, London; Karim Huq of Redbridge, Ilford.

YS Adventures



Illustration: Robin Heighway-Bury

On a friendly note to start with, **Tom 'I won the *Ket* video' Frost** of Montrose thinks one of the *YS* team should be shot — the one responsible for the colour pages that made the review of *The Price Of Magik* impossible to read in the August issue. To show we take notice of our readers, this has now been done, and the Ed allowed me to pull the trigger. Happy now, Tom? In that column I also mentioned the vocabulary of adventures, and Tom reckons the worst example he's ever seen is in a game called *Alter Earth*, where a rope had to be used to get down a cliff. The obvious DESCEND, DESCEND ROPE, DOWN, USE ROPE and even CLIMB ROPE all failed, and only by examining the listing did Tom discover the word needed: ABSAIL. As he says, beat that!

Brian Cassidy from Birmingham wrote in to say that he doesn't like adventures which set you incredibly difficult problems, the solutions to which turn out to be completely illogical. One bad example is in *Morden's Quest*, where the answer to Tarzan's question about the King of the Jungle is "Frog", because the map is meant to be shaped like a frog. There are various reasons why it might not turn out to look like that (espcially the way I draw maps!), and the player is left wondering how to answer the question.

Here's a few readers hoping to be first in with claims to solving adventures. **Stephen Parkes** of Nottingham finished *Rebel Planet* on 26th June at 5.35 pm, and offers the following tips. To deal with the angry Arcadians: STEKCIT LEVART ESU. For the Hal-Wolf; ENOB A MIH EVIG. The nine digits to enter the building make a palindrome, and as for the museum guard: WERV A MIH EVIG.

Meanwhile, on 16th June at 5 pm adventurer extraordinaire **James Elliott** of Alloa was finishing *Heavy On The Magick* by making it to the Collodon's Pile exit. The password needed for the door is: NEVELE. More *Heavy* info is promised soon from James, though he was beaten to it on this one by **James Winnard** of Normanby who got out of the Paradise exit on June 3rd. If that wasn't enough, Winnard the wizard then finished off *The Price Of Magik* on 6th July. And here's a hint — to meet Myglar you need to get past a locked door which requires two spells and the use of someone else.

Lots of info was sent by **June Rowe** of Cornwall who explained how to wake the sleeping hen in *Seabase Delta*. For this you must MUG ELBBUB TEG, then MUG WEHC and finally ELBBUB WOLB. When you've finished with this gooey mess, keep it as it has another use: TFIL NI NOTTUB MUG. As well as helping me, June offered help for a couple of *Lost Souls*. **Jonathan Beard** was greedy for gold in *Robin Of Sherwood* — the missing coins come at the end of a long complicated sequence of events involving examining a bush to find a cave, getting Siward and persuading him to open som-ething for you, after which you kindly kill him. **Ben Maas** had various problems on *Eye Of Bain*, and many thanks to all the readers who responded to my own plea for clues on that one. I owe several people drinks for that. Back to Ben, though. To get into the tent: REGGAD WORHT. To get into the well: ERIF YAS (if you have the ruby). That'll lead you to a much needed key. Wood is for lighting, if you have a torch. Finally, a vine can be tied: ELYOGRAG A OT. Ben, from Holland, wondered if his English might be at fault with some of the commands. It's possible that you may not have used the abbreviated GO WELL or GO TENT, meaning 'Go into the well'.

'Go to well' might be the message I deserve to get from **John Barnsley**, for missing out his address in a previous column, so to correct that he lives at 32 Merrivale Road, Rising Brook, Stafford, Staffs ST17 9EB. John says he would love to hear from other adventurers, especially if they can help on *Beatle Quest*, which he's trying to complete in order to send a solution to Paul McCartney, no less. John met Paul after his daughter won a competition based on the *Broad Street* game, and he promised he'd try to finish the game for him. Despite solving about a trillion other adventures, this one has John stumped, as does killing Count Dracula in *Castle Of Terror*. To be accurate, John's finished 51 adventures himself, has solutions to 36 more, and partial solutions to 101 others! He offers photocopies and maps of solutions at 10p a sheet plus a medium-sized sae.

Stuart Millinship is having problems with *Robin Of*

Sherlock, even though he does live in Nottingham. He says he's found Dorothy but can get no further — have you examined the road at the point where you meet her, found the set of keys (SDEHS SNRUH), been into the KFS Building and examined the box? Seen this month's freebies on offer?

Ricardo 'Kind Soul' **Mapp** wants to know where to put the diamond in *Fantasia Diamond*, and I'm sure someone will be delighted to tell him! He's also found a cheat on the final part of *Eureka*. When the questions appear after finishing the arcade game, press BREAK. That'd normally return you to the beginning again but in this case allows you to bypass the questions.

Lots of clues from **Hugh Walker**, who lives in Burpham of all places. In *Castle Blackstar* to enter the castle: WORRA ERIF. To pass the invisible force in the gloomy corridor: RUOLF WORHT. To pass troll: FFATS EVAW. In *Witch's Cauldron*, to get the small key: RAJMAJ KAERB. To find the large key: EZAM EHT NI. Then unlock the east door in the maze, go to guest room, get bone and YEK NOTELEKS EKAM.

John Reuel from Liverpool is back again with another POKE or two. The first reads the complete dictionary in *The Hobbit*, as opposed to the partial listing a reader gave a few months ago. What John wants to know is why words like Hobbitland and Carrock are in the dictionary? The routine is:

```
10 FOR I = 23296 TO 23310: READ A: POKE I,A:
NEXT I: PRINT USR 23296
20 DATA
33,0,96,126,230,31,246,64,215,35,124,162,32,24-
5,201
```

Another short routine allows you to PEEK at the text of a Quill'd game:

```
10 FOR I = 25000 TO 58846: LET X = 255 - PEEK I
20 PRINT (CHR$ X AND X<31 AND X>128);: NEXT I
```

Tom Evans gives lots of tips on *Fourth Protocol*, and for some reason thinks I'm using the name Paul Gerrard. Who he? Anyway, for the SAS assault Tom says to arm your entire squad with pistols and grenades except for one man, and give him a pump gun. Don't forget to PULL PIN before you THROW GRENADE, otherwise it has all the effect of a tennis ball. Once all the Spetzi have been eliminated, EXAMINE CABINET and touch the keys according to the note in the tower, touch the lights according to the Russian mutterings from the first game, and then... take it from there.

P. Devey asks a few questions about *The Hobbit*, most of which I've answered, but does anyone know how many riddles Gollum can ask, and what the answers are? I always ignore them, as nothing happens to you and it's safer than risking an answer and getting it wrong, but if you know the answers write to P. Devey at 69 Baskford Way, Pound Hill, Crawley, West Sussex.

No address for **D. Davies**, but some questions on *Warlord*, like how to get past the bear in the forest, as giving him the meat doesn't work: DEDEEN DLEIHS DNA DROWS. How to pass the guard at the hill fort: TLAS EVIG. How to get the jewellery worn by the druid: DIURD OT EVIG DNA NAMOR EIT.

An interesting letter from **Jim Duirs**, 18 Applecross Gardens, Dundee DD2 4TX, who asks if anyone else shares his hobby of collecting adventure games? He specifically collects Delta 4 stuff, and has no less than 12 different versions of *Bored Of The Rings*. The only one he thinks he's missing is a special review copy of *Return Of The Joystick* with extra loading screens and a cassette inlay featuring a photo of Tony Bridge. Why anyone should want such a thing I can't imagine, but if you can help then contact Jim in Dundee.

Lee Gresty sent lots of tips for *Spellbound* from sunny Bolton, and I'll think about whether to allow these into the column at some point, but Lee also asks for more POKEs, especially for *Bored Of The Rings*. You

What I can't print is **Wyn Gravelle**'s full list of adventure successes, 72 in all, and he's willing to help anyone on any of them in exchange for an sae. As a gesture towards the arcade-adventure addicts, I'll tell you his list includes the Wally games and *Fairlight*, and Wyn lives at 11 Pentremeurig Rd, Carmarthen, Dyfed, S. Wales SA31 3ER

With a list of successes like that, it's hard to believe Wyn's stuck, but he wants to know how to get the casket in *Se-Kaa Of Assiah*. First you must have: EPIPWOLB EHT. When next to the casket you: HSEM HGUORHT EPIPWOLB EKOP. Then: EPIPWOLB HTIW EHTAERB. Then: NIAGA EHTAERB DNA TEKSAC TEG. He also asks what use is the hook in the ceiling: HKNA HTIW KOOH LLUP.

News

Let's start with Global matters, and Global Software who brought out the *Fourmost Adventures* compilation and says that it's been selling so well that it's thinking of bringing out another. Its other new game, *The Beer Hunter* is almost ready and may well be out by the time you read this, which could make it the first Spectrum release of an adventure written on Incentive's *Graphic Adventure Creator*. You'll get a full review when it appears, but having seen the A*s*r*d version I can tell you that it's quite a laugh for those whose sense of humour tends to the lavatorial level — in fact a lavatory is among the first few locations, in the pub where you start the adventure. And as for the things you can do with the buxom barmaid... though I was just checking how extensive the vocabulary was, honest.

Global also says it's always on the look-out for good Spectrum adventures, so contact it at PO Box 67, London SW11 1BS if you think you've got one. It needn't necessarily feature a lavatory or a barmaid!!

*Also out first on the A*s*r*d and available on the Spectrum from August is* Mandragore *from Infogrames, an adventurous French company who's produced this complex role-playing game which takes place in the land of Mandragore, ruled over by the good King Jorian. Unfortunately disaster strikes and the King is killed when a hail of shooting stars falls on the countryside. An evil Lord by the name of Yarod-Nor assumes power, and you must form a team of four characters to confront the Lord in his own chateau. The game costs £14.95, but*



it is vast and comes with a glossy colour booklet containing the story and the range of commands you're going to need.

Also due out at the same time from Infogrames is Crime Thriller, *at £7.95, though the original French title of* L'Affaire Vera Cruz *sounds much more exciting. Either way, you're presented with a corpse, and it's up to you to discover which of the nine suspects was responsible — that's if it wasn't a case of suicide, of course.*

Those RamJam chappies have been jolly busy of late, after the long gap between *Valkyrie 17* and *The Terrors of Trantoss*. That strangely elusive game *Three Weeks In Carpathia* is now said *not* to be the follow-up to *Valkyrie 17*, but a completely different adventure. There will be a follow-up, they say, but your guess is as good as mine as to when it might appear, and whether it will be called *Valkyrie II* or *Valkyrie 18*.

RamJam has also been programming away for Mosaic, turning two books into games. First the racing thriller, *Twice Shy* by Dick Francis, and also *The Story Of The Amulet* by E. Nesbit, both due out in the autumn.

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KIND SOULS

More *Kind Souls* than I can squeeze in this month, so straight to it, after the usual request to enclose an sae if writing to anyone listed here.

Stuart Millinship of 17 Graveney Gardens, Plains Estate, Arnold, Nottingham NG5 6QW can help on *Colossal Adventure, Snowball, Lords Of Time, Valkyrie 17, The Ket Trilogy, Espionage Island, Tower Of Despair* and *The Hobbit*. Stuart says he sometimes uses his stage name of Stuart Paul, but doesn't say what he does on stage. Look, Stuart, I'm the star around here, okay?

Ricardo Mapp is a newcomer to *YS* but thinks it's an excellent magazine, and a letter to this man of good taste will bring you help on *The Hobbit, Atic Atac, Alchemist, Adventureland, Dragon's Bane, Oracle's Cave, Planet Of Death, Time Machine, The Island, El Dorado, Mafia Contract* (both parts), *Magic Mountain, Marie Celeste, Inca Curse, Seabase Delta* and the intriguingly titled *Randy Warner And The Aztec Idol*. Ricardo's address is 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 OQH.

Another massive list of titles completed, this time by **Alex Marsh**, who asks if he can be known as "El Supremo 2". Sorry, Alex. All together now: "One Rochdale Balrog... There's only one Rochdale Balrog." Mind you, I could then call Alex the Billericay Balrog, which has a certain ring to it as his address is 16 Ian Road, Billericay, Essex. He's offering help on *Hulk, Spiderman, Adventureland, Secret Mission, Wizard Of Akyrz, Perseus And Andromeda, Ten Little Indians, Arrow Of Death I, Colossal Adventure, Emerald Isle, Lords Of Midnight, Quest For The Holy Joystick, Return Of The Joystick, Subsunk* and the inevitable *Hobbit*. For a bit of fun, Alex says to try in *Sherlock*, SAY TO ME "TELL ME ABOUT ME", and in *The Hobbit*, KILL ME WITH SWORD.

More kindness from **Philip Hancock**, 144 Charlemont Road, London E6 4HE, on *Eye Of Bain, Golden Apple, Robin Of Sherwood, Robin Of Sherlock, Hampstead* and *Secret Mission*.

Gareth Edwards is at 6 Broc Close, Tall Trees Estate, Penkridge, Staffs, and he's just waiting to help out readers stuck in *Hobbit, Subsunk, Hulk, Espionage Island, Inca Curse, Legend* and the first parts of *Fourth Protocol* and *Mindshadow*.

For *Seabase Delta, Valkyrie 17, Fourth Protocol* and *Doomsday Papers* clues write to **Andrew Edney**, 22 Blackstone House, Churchill Gardens, London SW1V 3DT, while **Peter Bates** of 21 Bedford Gardens, Tinshill, Leeds LS16 6DH can come to your aid on *Worm In Paradise, Planet Of Death, Diamond Trail, Gremlins, Valkyrie 17, Fourth Protocol, Bored Of The Rings, Robin Of Sherlock, Hampstead* and *Snowball*.

Stephen Parker of 95 Roseleigh Ave, Mapperley, Nottingham NG3 6FJ is willing to rescue ailing adventurers in *Seas Of Blood, Questprobe 3, Time Machine, Witch's Cauldron, Terrormolinos, The Helm* and *The Castle*, plus many others already mentioned. And if you're shtuck in *Sherlock* then **Gerard Murphy**'s your man at 33 John Street, Enniscorthy, Co Wexford, Ireland. While I'm feeling in a Kind Soul mood myself I'll also add *Spellbound* and *Knight Tyme* to Gerard's name, as I know several of you have written in about those. Go on, I'll also mention *Pyjamarama*, solved by **David Savage**, 43 Lillington Road, Leamington Spa, Warwickshire CV32 5YX.

LOST SOULS

Don't forget that if anyone's ever helped you on an adventure, you ought to try and help someone yourself in return. And if no address is given, remember to check the *Kind Souls* column. Take **David Savage** for example. He admits to being over 40 (shock horror!) and he's stuck in his personal 'pig-of-an-adventure', K-Tel's *Castle Colditz*. Mapping it, he says, is like trying to knit fog, and he wonders if anyone can suggest a use for the catapult, lifebelt and pencil. (Or a good pair of knitting needles, maybe?)

Alex Davis is at 12 Newington Rd, Sheffield S11 8RZ and needs help on *Heroes Of Karn* (how to kill the serpent and get through the fire room) and *Seabase Delta* (how to travel on the tubes and get the object off the table in the Slime Room). Tried INSERT CARD, Alex? On the tubes, that is, not in the Slime Room.

A desperate plea from **George Watson**, beseeching me to include a query on *Shadowfire*. Oh okay, as you grovelled sufficiently, George. He says he's caught Zoff and saved Kryxix, but when he blows up Zoff V the shock waves hit the Enigma Craft, so what now? Help also needed on *Gremlins* and a title I don't believe, *Journey To The Centre of Eddie Smith's Head*. I think you're making these up to try and catch me out! Clues anyway to 61 Carlowme Ave, Dalmeny, S. Queensferry EH30 9TY.

Another interloper in *Witch's Cauldron*, the stuck soul being **Mrs Grocott**, 2 Brampton Road, London E6, wondering how to get out of the hall of mirrors without going back through the cauldron room, how to get the oar from the snake pit and what's the password needed in the boat.

Mark Hanrahan of 190 Ballybeg Square, Waterford, Eire, says firstly that T'zer is lovely and should be scantily clad on Page 3 every month, and that the adventure section is fab like T'zer. You mean *I* should be scantily clad on Page 3 every month? Surely not. (*Certainly not! Ed*). Definitely a *Lost Soul*, this one. Lost in *Legend*, needing to know what to ask for in the Museum of Namib, and what to say to the Dragon.

Also from Eire, at 162 Shangan Road, Ballymun, Dublin 9, is **Pat Spencer**, who needs any help at all on *Diamond Trail* and *Denis Through The Drinking Glass*.

Stephen Parker is submerged in *Seabase Delta*, and can't get an egg out of the sleeping hen (chew it over, Stephen), or get past the large steel doors. Meanwhile a middle-aged mum is losing her sanity somewhere in Norfolk. **Anne Sporne** has several adventures and hasn't yet finished one of them. I hereby give my newly-invented Manuel-of-the-Month award to Anne, who comes not from Barcelona but from 11 Marsh Side, Brancaster, King's Lynn, Norfolk, and specifically wants to know how to cast the spells in *Runes Of Zendos*.

Runner-up for the Manuel trophy was **Paul Greenough**, who's never completed any arcade or adventure game ever. Never mind, Paul, think of the value for money you're getting. Help especially needed here on *Marie Celeste*, to 18 Park St, Radcliffe, Manchester M26 9GZ.

If you think you might deserve to be nominated for the coveted Manuel award, don't be ashamed to let me know. We can't all be 'El Supremo', you know.

ADVENTURERS INTERNATIONAL

Loads of letters with foreign stamps in this month's mailbag. First comes from **Joachim Fagerholm**, Marknadsgatan 4, 10600 Ekenäs, Finland, who asks if anyone can help him get Kerral out of the tomb in *Sorderon's Shadow*. Joachim also points out the fun you can have with the word DO in *The Hobbit*. The first time he tried it the program crashed, the second time it told him that with a well-placed blow he had cleaved the skull of Gandalf. It's also allowed him to take the wall from Beorn's house and drop it by the Forestriver! He suggests killing the trolls by typing GET TROLL, which you won't be allowed to do, and then typing DO until you get the message that one of the trolls is dead. Then try to get the next troll, and again continue to type DO till it's done for. It also works if you type DO MAGIC or VICIOUSLY DO MAGIC.

Jörgen Jörälv lives at Mariebergsv, 45, S-702 31 Orebro, Sweden, and wants someone to tell him how to kill the flight operator in *Espionage Island*. Also from Sweden, but having trouble at a wine-tasting near *Terrormolinos* is **Ulf Bergenrup**, Kommendervagen 4, 240 10 Dalby, Sweden. How to find the coach to escape the tasting?

Brendan Bolli wrote from Switzerland for some of the solution sheets, and asked whether we could produce a special adventure supplement every once in a while. What, not satisfied with ever-increasing numbers of pages and adventure maps? **Dave Jeenes** is a research scientist who claims to be up to his ears in unsolved adventures at Rotbuchstrasse 56, 8037 Zurich, Switzerland, and with a little help from me he's now only up to his neck in them. Can anyone help him escape with advice on *Perseus And Andromeda* (getting the silver halter onto Perseus) and *Souls Of Darkon* (finding the extra money to pay the guide).

The letter that's come the furthest this month is a request for a solution sheet from **Tacettin Köprülü** of Ankara, Turkey, and Tacettin reckons we've got the best adventure column and best magazine. You bet!

FREEBIES!

Freebies, freebies... well, twobies at least, with a couple of solution sheets to add to the five already on offer, and which six million readers seem to have written in to ask for. The first five were for Message From Andromeda, Bored Of The Rings, Hampstead, Spiderman and Secret Mission, and now you can have Tower Of Despair and Robin Of Sherlock as well, in exchange for a humble stamped addressed envelope. Where else do you get such generosity?



Or rather bugs of the month this time, as the little blighters have been hopping in from all directions. Take this one from Glasgow, courtesy of Martin Gormley, who says that when he uses the RESTORE routine in Price Of Magick, but gets all three Lenslok codes wrong, it allows him to resume the game with a strength of around 200 points, regardless of what he had before. The same bug comes from Vincent O'Brien of Wigan, who reckons it takes his points up to about 241. As he says, "This then eliminates the random luck involved in killing creatures, which lets the player get onto the more serious side of working out the spells and puzzles."

Same game but a slightly different bug from the obviously depraved mind of Kenneth Bulman of Newcastle. If your points diminish to zero and the game asks you to type RESTORE or RESTART, try a four-letter word instead. You get ticked off for it but your game is restored with your points at about 245. Nice one, Kenneth.

Brian Cassidy from Birmingham points out a bug in Heroes Of Karn — you can get an infinite score by continually re-getting the copper key or the falcon.

A bug in early copies of the latest Questprobe meant that you couldn't re-load a saved game, but this has been sorted out so if you need a replacement return your original to Adventure Soft or the shop where you bought it. One that's still in there is pointed out by John Wilson — if you climb into the cannon and then type LEAVE CANNON the program starts to do a systems reset, then changes part-way to what seems to be a save routine but giving flashing border colours of red and black, or sometimes magenta and black. This continues till you switch off your machine.

Any more games you've found bedevilled with bugs?

Just as the software business copied the record business with its greatest hits albums, now it's discovering how to re-release earlier successes at a budget price to capture some more sales.

KENTILLA

An ever-popular title now a couple of years old, *Kentilla* still features regularly in my mail-bag of queries. So, if you haven't given it a go then at this budget price you should take the plunge — secure in the knowledge that there's plenty in there to fox you. The instructions are boldly headed 'The Aim Of The Game,' but they only list the commands and the like. For the aim itself you have to enter Ogeron's house, outside which you begin the adventure. Ogeron gives you a sword, saying it's the sword of the great warrior Ashka, then he tells you that someone named Grako is held out in the Black tower so off you go as the fate of the world lies in your hands and time is short. So too are the location descriptions, while the graphics are definitely from the minimalist school of art.

Graphics / Text / Value for money / Personal rating — **6**

FAX BOX
Game.......................Kentilla
Publisher..............Mastertronic
Price £1.99



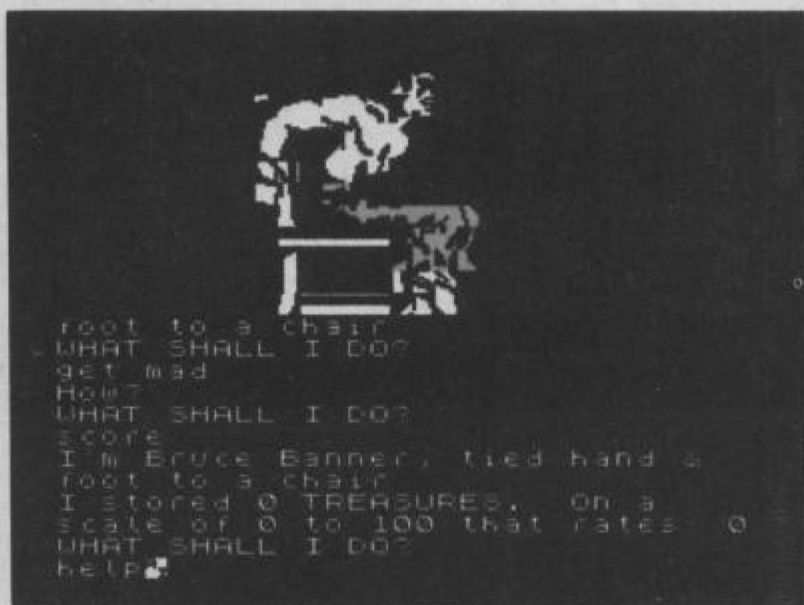
THE HULK

The Hulk was Questprobe's first release and is now on the American label. Here's your chance to become Bruce Banner or The Incredible Hulk, depending on who it's best to be at the time. Tied to a chair in the opening locations, Bruce Banner can't do much, but if you learn the secret of becoming The Hulk then a mere chair should prove no problem to you.

The aim of the game is to collect the gems and deposit them all in the right place, the emphasis being on toughness of problems rather than having a million and three locations. The graphics are good cartoon stuff, but the text is brief in the extreme, and the usual AI peculiarities ensure this time that the location description is *not* printed on-screen unless you type LOOK. Which means you're expected to respond to 'What shall I do?' without having the least idea of where you are or what objects there are. Not the greatest of games, but definitely an acceptable price.

FAX BOX
Game.......................The Hulk
Publisher.......American Software
Price £2.99

Graphics / Text / Value for money / Personal rating — **7**



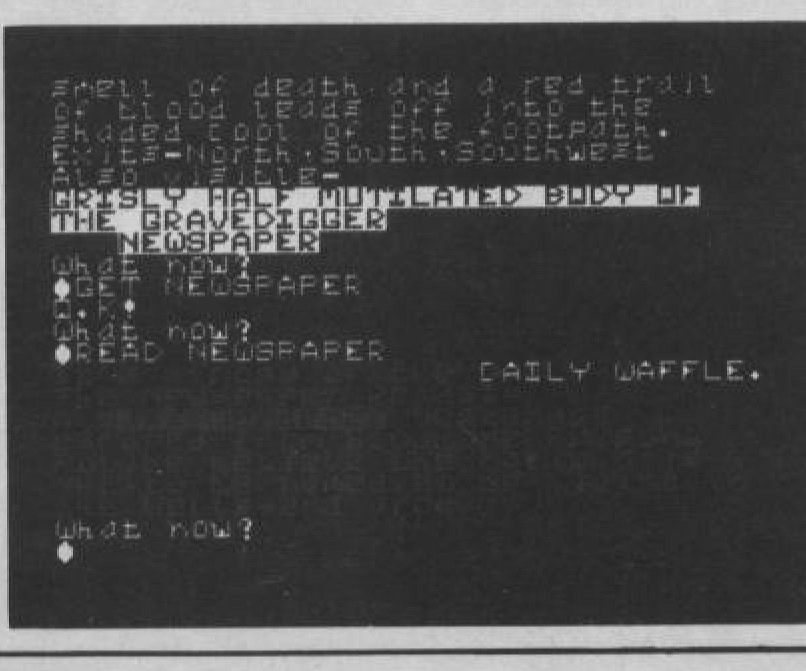
MURDER HUNT

Don't forget the small software houses, you readers scream at me regularly. Okay, I won't, I won't, I scream back at every opportunity, as I consider them to be very important, but just occasionally they have to take a back seat to the likes of Level 9 and Scott Adams.

This text-only Quilled game turns you into Father Paddy Murphy of St Ivan the Terrible's Church, with the task of tracking down a homicidal maniac who's escaped from the nearby nick. Watch out that the murderer doesn't throw any Domestos at you, or that would be a bleach of the priest.

First victim should obviously be me, after a joke like that, but instead it's the gravedigger, upon whose body is a ring with the intriguing inscription "George-Agnus". Should that be Agnes? I sincerely hope it isn't meant to be Angus. There are also lots of little faults with the game. EXAMINE anything that's examinable and you get the appropriate message plus the default message "I can see nothing out of the ordinary!" A signpost you come across tells you Keggly is to the west, but travel east and you're in Keggly's main street. One description also tells you that you see a lake to the west, but take the south-east exit and there you are by the lake, west taking you up a hill.

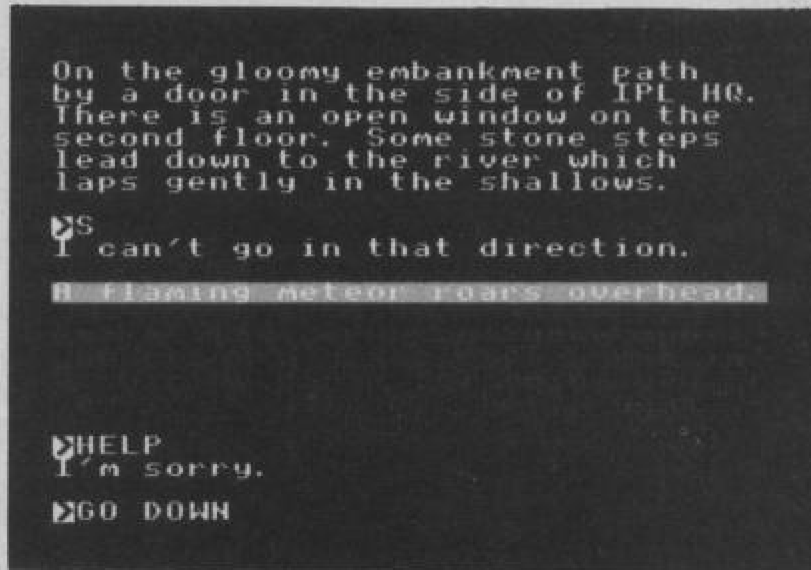
Too many of the dreaded sudden death routines as well, no less than three in the first twenty or thirty locations. That's a shame as I liked the general 'feel' of the adventure, and some trouble has been taken with the text and with making the locations believable. Even at this price you have to compete with the likes of Firebird and Mastertronic, and *Murder Hunt* doesn't quite do that.



Graphics / Text / Value for money / Personal rating — **5**

FAX BOX
Game..................Murder Hunt
Publisher.**Bodkin Software, 16 Carr Lane, Hambleton, Nr Blackpool, Lancs FY6 9AZ**
Price ...**£2.50 (mail order only, incl p&p)**

TIME OF THE END



This is a well-written epic text adventure — or at least that's the author's modest claim, though quite how it can be more epic than any other game written with *The Quill* I'm not sure. The opening screen is a quote from T.S. Eliot, "This is the way the world ends... not with a bang but a whimper," from, it is claimed, *The Waste Land* published in 1925. Well *The Waste Land* was published in 1922 and this quote is from *The Hollow Men*, published 1925. Sorry for nit-picking, but if you're going to make literary references, you'd better get them right!

The references continue almost from the start. Check your opening inventory and you discover you're carrying coins, a sandwich and a handkerchief. EXAMINE HANDKERCHIEF. "Are the Tigers of Wrath wiser than the Horses of Instruction? Kilroy was here. I think... therefore I am. And many writings in strange languages I cannot understand." Well, that's what I like, a sensible response. I assume this is meant to be what you get if you examine the graffiti that's referred to in the location description.

I won't go into the long preamble about the destruction of civilisation and your part in its rescue, but after starting the game in a city location you're pretty soon whisked through space to a hall where some aliens are about to do the dirty on you. I made a quick exit into what looked like a maze, and decided to see if I still had anything with me. INVE produced the coins, sandwiches, handkerchief... and a location description. Then I was whisked away again and discovered I was a jackdaw locked in a parrot's cage, with seed, water and a door closed with a strong spring. EAT SEED. OK, it said. DRINK WATER. OK, it said. EAT DOOR. OK, it said, though I still couldn't get out that way.

I escaped by a different means and encountered a tramp who offered to tell me his story.

As you make your way up to and hopefully across the Cara River, you'll encounter quaintly named creatures like the Urga-Mauls, Quargs and Cavezats, most of which will gladly attack you soon as look at you, so if you like a bit of a bash with your brain-scratching *Kentilla* will do the trick.

Graphics
Text
Value for money
Personal rating
3

FAX BOX
Game.............. **Time Of The End**
Publisher **Mandarin Adventures, 14 Langton Close, Woking, Surrey GU21 3QJ**
Price .... **£3.95 (mail order only)**

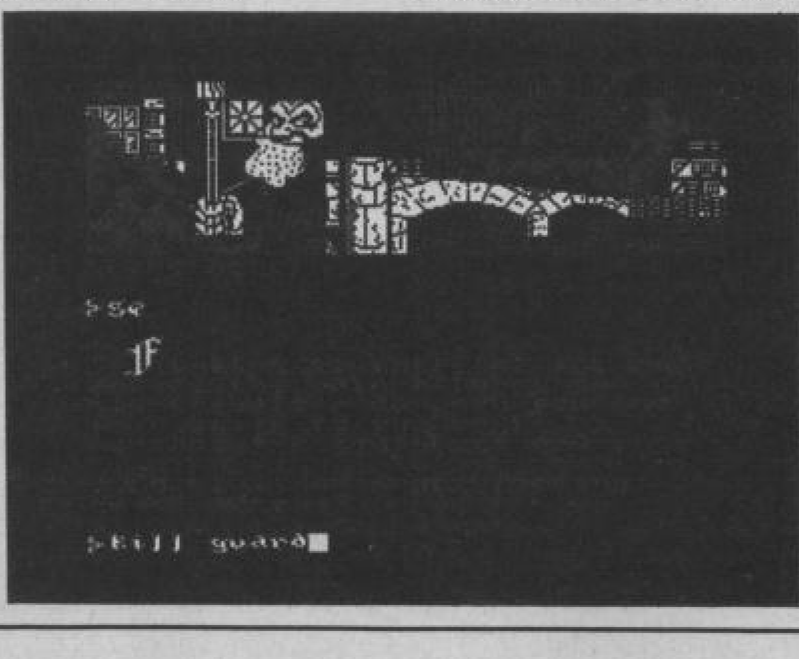
HUNCHBACK

With dozens of reviewers all ready to unleash comments along the lines of 'a load of bells', 'goes like the clappers' and 'gives me the hump', here comes Ocean's adventure follow-up to its two successful arcade games. What I want to know, though, is how could they resist the temptation to call it *The Hump Strikes Back?*

The game comes in three parts, plus a core program which has to be loaded first. And naturally enough you need to solve each part in succession before going on to the others.

They've gone all out to make the text as jokey as possible, a sort of *Humpstead*, and you begin part one chez Quasi, a semi-detached hovel with all the charm of a sewage farm. Quasimodo's quest is to rescue Esmerelda, and you're told that first you must escape from Notre Dame itself, then part two will see if you can find your way underneath Paris (obviously a sewer-side mission) to the Cardinal's mansion, where part three takes place.

The graphics window at the top of the screen promises much — it has pictures of the objects you pick up added to it, and the occasional change of picture within a location, but with no clearly defined area for each part of the picture the overall result is just a mess. Some of the fight sequence illustrations are quite amusing, though.



Those fight sequences are my first niggle though. As you map out the first part, you continually encounter guards who attack you. Your part in the proceedings is to type ATTACK GUARD or STAB GUARD several times in succession, till eventually the guard pegs out. Combat sequences are all very well, but the program doesn't respond to SCORE, STRENGTH or STATUS, so you have no idea what your own strength is — if indeed there's a counter for strength in the program at all. After a few plays, no guard had managed to kill me, though when I tried STAB GUARD one time I did get the interesting response "Your attack fails! You have killed the guard!" Pardon? This bit is really tedious, and when I came across the third guard in three successive locations I thought it was time to check the swear-word routine (but it doesn't have one.)

Nor does it have a help routine, as typing HELP results in "There's no verb in that sentence." Funny, I thought help was a verb. After so long in production, it's annoying to see so many faults in the game. Some exits that exist in the text don't exist in reality, such as the blacksmith's showroom where you're told "Exits are down and southwest." Type DOWN and "You can't go in that direction."

Major drawback to me, though, was when, after about thirty minutes' play (twenty-nine of them spent typing ATTACK GUARD) I discovered I'd finished the first part! There I was, thinking I'd actually found my first real problem at last, how to deal with the bishop in the library, and when I solved it I was on my way to part two! On an action replay I managed to get the solution time down to five minutes! The guards are always in the same places and you can easily avoid more of them.

Part two takes you straight into a maze, and you're not allowed to take enough objects through from part one to enable you to map it properly, so your time here is spent shifting things about to work out which exits lead where. Tedious. This is where I pulled the plug on the game, deciding my Spectrum had done nothing to deserve being treated so badly. Give me the arcade version any day.

Graphics
Text
Value for money
Personal rating
4

FAX BOX
Game.. **Hunchback The Adventure**
Publisher...................... **Ocean**
Price **£7.95**

YS Adventures

THE BOGGIT

In a hole in the Shire, which is a particularly retarded area of Muddle Earth, there lived a Boggit called Bimbo Faggins. He was a lazy fat Boggit whose only interests in life were blowing rings and watching the Elven girls go swimming down at the old mill pond. If there was one thing he was determined about, it was that he would never get caught up in one of those silly adventure games. Then he saw Grandalf the meddling old conjuror come walking down the garden path...

Yes, here they are again folks, many people's favourite adventure writers, Fergus McNeill and Judith Child. Bilbo Baggins will never be the same again... well, not with a name like Bimbo Faggins he won't. *The Boggit*, or *Bored Too*, is split into three different programs, and as we've come to expect from the Delta 4 mob there's a bonus programme as well, *Sceptical II*, which I'll leave you to discover for yourself.

In the first location you'll see that familiar chest, the familiar green door, with the not quite so familiar green toilet to the south. Even Boggits have to go sometime, I suppose. The door to the outside world is locked against Grandalf, but doors are no obstacle to a meddling old conjuror. He has a quest for Bimbo, and he also leaves him a gift — a box of exploding chocolates. Don't try looking for the 'Sell by' date, just get out of the way before you're splattered, though you can try dropping them in the chest or even down the toilet if you wish. Should you try getting out of the front door, though, you'll discover it has a combination lock and the aptly named Bimbo has forgotten his combinations.

I eventually found the combinations and made it outside the front door, only to be confronted by the weird wizard again, and his even weirder friends. I was invited to 'Come on down' and answer a question before I could proceed further. There's nothing to it, however, and soon I was heading for the dark trees of the Troleslaws, where three trolls named André, Bernard and Matthew set about eating me without further ado, or even any HP sauce. 'Boo-tiful,' they pronounced it, too.

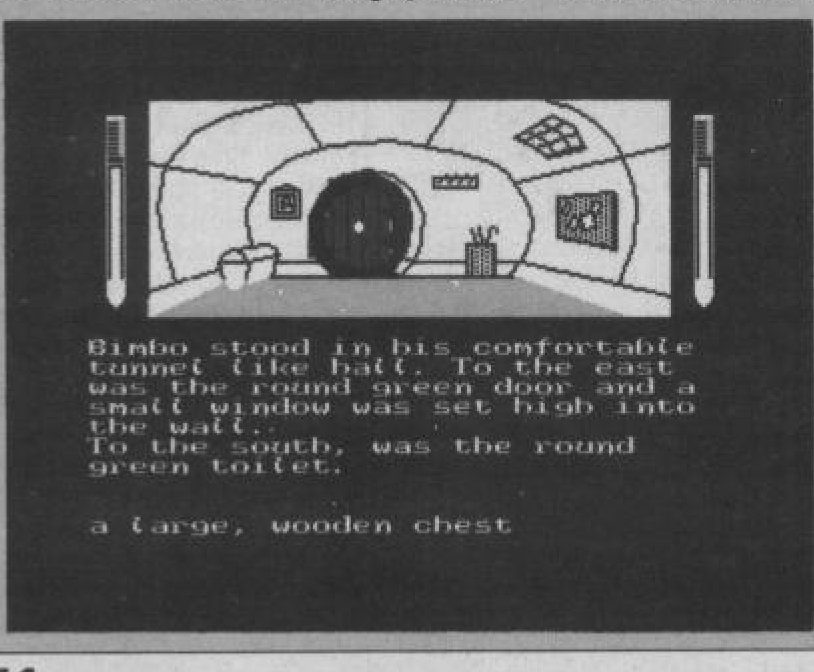
Avoiding them next time round (there's a handy RAM SAVE command), I wandered down some drab mountain paths and found a credit card, a Trusscard no less, though no Truss Savings Bank. I found Smelrond's House and the Wiffy Mountains, but when venturing into a cave I was arrested and thrown into... oh no! No, please! Not... but yes, it's the Goblins' Dungeon, tastefully decorated with the words 'Everyone woz 'ere' on the wall. This is the start of Part Two of the adventure, and you save your data from the end of one part and load it into the next (or you can travel back to an earlier part too). Having discovered nothing but sand in the dungeon, and being unable to summon anyone to help me, I thought I'd be smart and move on to Part Three. No chance! There Bimbo can't do anything and can't move in any direction. Curse you, Delta 4!

The usual humour is packed in, such as the response to GET ALL or the input of four-letter words (and you can safely BREAK WIND in this one, if you choose). There's more than a passing reference to Infocom adventures, that'll be lost on most Spectrum owners, but from what I've seen of the game so far it's got everything we've come to expect from Delta 4 and a few new tricks besides. Don't just *Boggit*, buy it!



FAX BOX

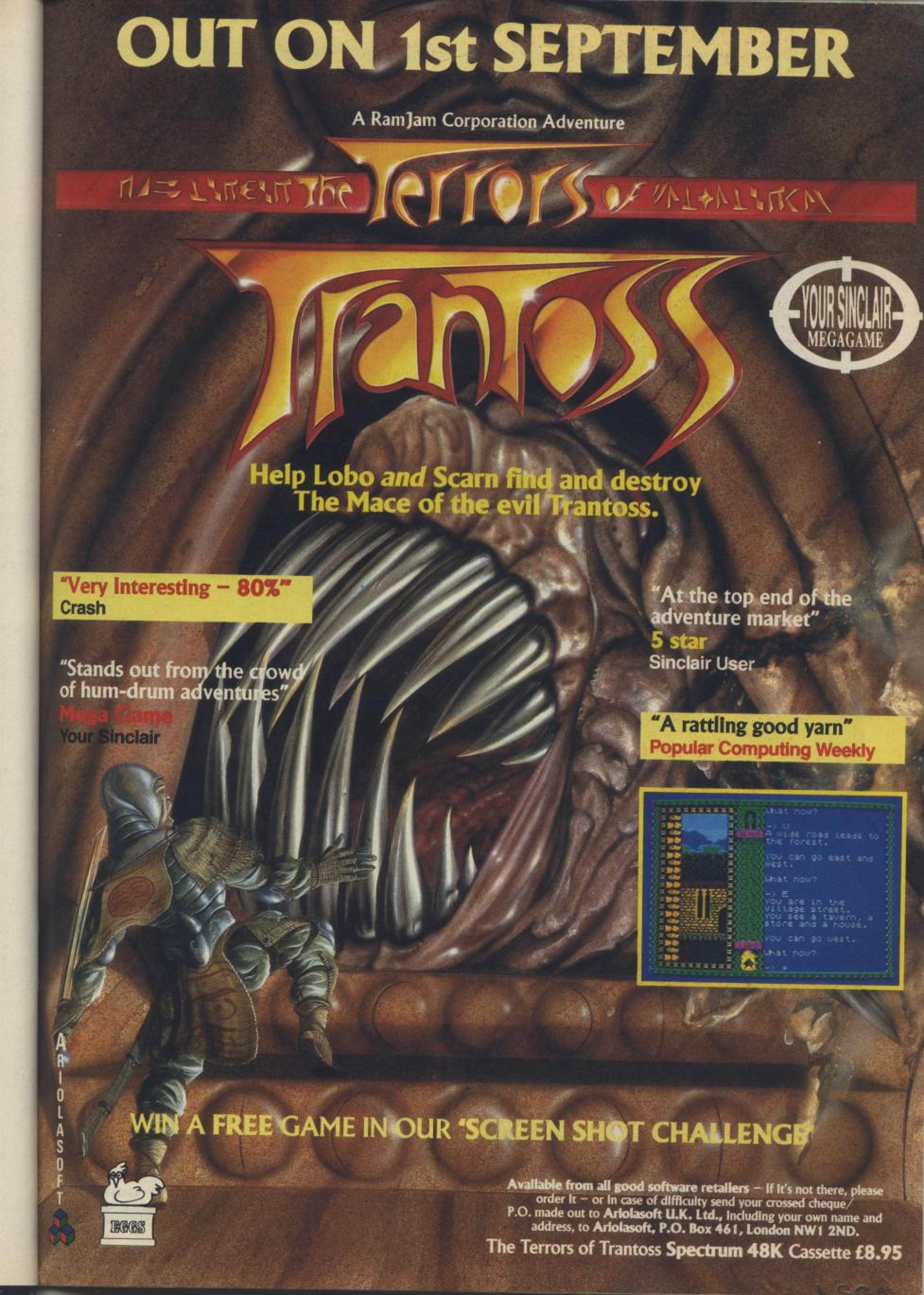
Game	The Boggit
Publisher	CRL
Price	£7.95



The First Bug

Yes, what would an adventure game be like without an early bug to be found? The first time I got killed by the exploding chocolates, with the accompanying sound effect and message, the Grim Reaper arrived to claim Bimbo and the end had come. Indeed it had, for pressing any key resulted not in the 'Do you want to continue?' message but in the exploding chocolates again, followed by the death message, followed by the exploding chocolates, followed by the death messge, followed by... you get the idea. Fortunately the BREAK key took me back to the title screen.

Second only to bugs for the eagle-eyed adventurer come the spelling mistakes. So far I've spotted 'realing' instead of 'reeling' and the occasional 'occaisonal'.


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"A rattling good yarn" Popular Computing Weekly
What now?
-> U
A wide road leads to the forest.
You can go east and west.
What now?
-> E
You are in the village street.
You see a tavern, a store and a house.
You can go west.
What now?
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The Terrors of Trantoss Spectrum 48K Cassette £8.95

Ghostbust

Activision/£9.99

Rachael When there's something strange — in your microchips (Tum, tum, tum). Who you gonna call? (All together now...) *Your Sinclair*!

I feel haunted. Will they never go away? The Activision money-spinner of 18 months ago returns for a re-run and the excuse for its ectoplasmic re-emergence is the expansion of Noo York to 128K.

I never actually played the original (too young for such scary stuff, my parents said) nor even saw the film (not scary enough, said I — gimme Texas Chainsaw Toolbox Killer anyday), so I came to this fresh.

I do remember that it debuted on that haunted house of horrors, the Commodore though, and that it was highly praised for its music. Further dredging back through the files and I see that reactions to the Spectrum version were subdued... as was the soundtrack.

But all that's been put right. As the game opens there's a rousing cry of 'Ghostbusters!' (and I could actually understand this — most impressive) and then the Ray Parker Jnr hit rings out (complete with bouncing ball guide to sing-along lyrics) and continues throughout the action — very jaunty.

I made my initial selection of ghostbustin' goodies and an auto to carry them. With spondulicks severely limited I was strapped for cash, but no worse than during my twice yearly search of the sales, so it was stock up with ghost bait and traps, image intensifiers and marshmallow sensors.

Properly equipped, it's out onto the streets, and pretty soon the Floater ghosts are coming into the Big Apple from all corners. Running round paralyses them in mid path to the Temple of Zuul, then it's off to the nearest haunted house, which flashes red, indicating a Slimer's slimey presence.

Before you get stuck in there you need to hoover up the hovering Floaters though. Providing you invested in a Ghost Vacuum, this is a simple task, merely sliding your Ghost-mobile from lane to lane as the ghosts descend. A simple suck 'em up, really, though you may get a migraine from the graphics which make your car look like it's going through a bacon slicer.

Now to spring a Slimer for real. Arriving outside the infected building, you'll find the evil critter floating around. Drop the trap centre screen, position your Ghostbustin' buddies, one either side, and let go with the ionizer streams to pen it in above the trap. Pow! — you gotcha self a ghost.

No, not *Pacman*, but your path round the Rotten Apple needs to be concise if you're to freeze those floaters before they reach Zuul.

Red alert! An amber hue over a tenement means that the ghosts are already there, while magenta means that the unwanted tenants are on the way.



Lock out! It's the Keymaster and the Gatemaster making for Zuul and they're unstoppable. All you can do is make sure your bank balance lies at $10,000 plus.

Ghostbusters HQ is where you go to dump your catch or collect new staff if your roving team has been slimed. But don't waste time because there's gold in them thar ghouls.

The idea is to collect enough of these creepies, for which you are paid handsomely, to raise your bank balance until you can afford a face-to-face confrontation with the Marshmallow Man (yummy) in a terrifying confrontation which has you creeping-into-the-crypt... or the Temple of Zuul, at least.

Ghostbusters is a fun game combining strategy with simple but novel arcade interludes. It does suffer from some graphical

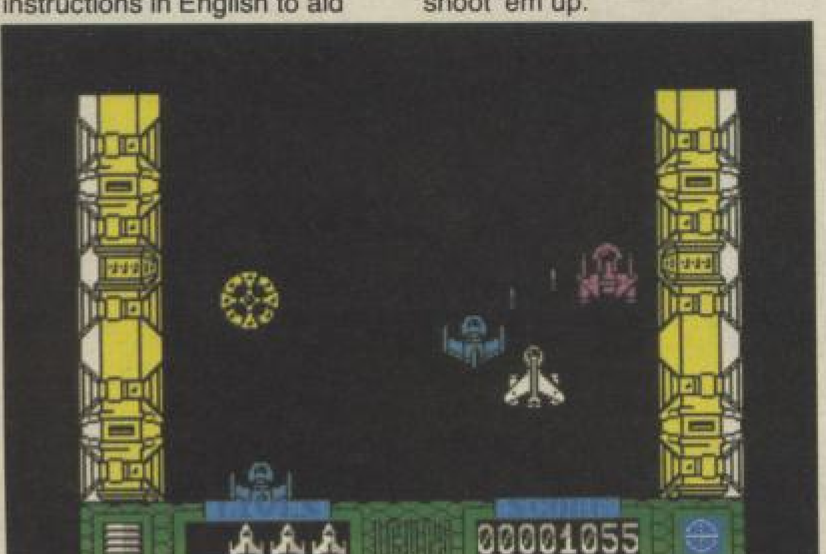
ICUPS

Thor/£8.95

Pete I grew up to learn that if you hold your breath and count to ten, hiccups would go away. This one didn't, which isn't surprising since the cassette case is a little hard to swallow.

The obviously cosmopolitan *ICUPS* comes with an instruction sheet in French, German, Spanish, Italian, Dutch and Danish. That's nice, but it would've been nicer if there had been some instructions in English to aid people like myself who took absolutely no notice of what their French teacher was babbling on about. Maybe this is all part of the game?

So, armed only with a brief chat with the man from Thor, who didn't seem to get on with the game very well either, and an even briefer knowledge of German courtesy of the Ed who knows such things, I battled on through what seemed at first to be a simple shoot 'em up.



But things in life aren't that simple and one can never seem to cold-start a C5 in the morning. You see, in this *Spy Hunter* style shoot 'em up, the yellow meanies kill you on impact, the V-shaped meanies fire at you once you've passed them, the red blob meanies drop bombs on you, the meany with the two turrets is indestructable and you'll probably get as bored as I was if I go into that any further.

If you can manage to get past this first stage of *ICUPS* then a second and final level awaits you. I must confess that I've never come even close to that level, but if the man from Thor is to be believed, stage 2 is far more interesting. There you must avoid more flying meanies, but this time, at least you have an aim in life. Four parts of a bomb are scattered around the play area and you must steal them from their protective domes and then use it to blow up the station you're in. A little self destructive, maybe, but then computer games are like that.

Not the world's greatest game, but even if it doesn't cure your hiccups at least it'll take your mind off them.

Graphics
Playability
Value for Money
Addictiveness
6

3D STARSTRIKE

Classics/£2.99

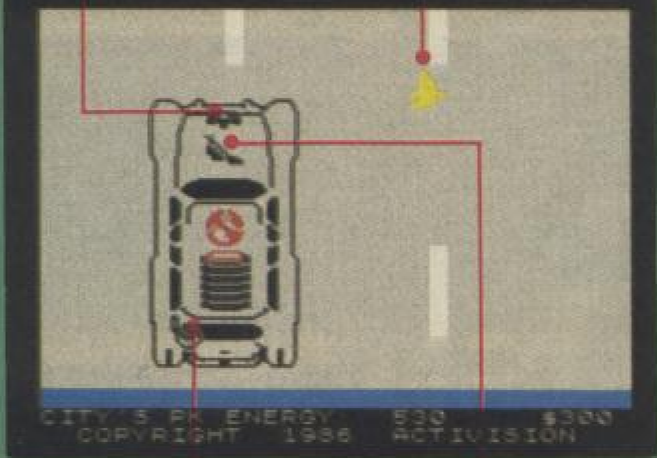
Phil A re-release of a much loved oldie brings a tear to your eye, dunnit? It's like seeing old film of John Lennon, or Elvis (no, not Four-Eyes, the fat one!) or hearing that, although nearing geriatric age, Genesis is reforming to do a gig of all its old stuff... (Sniff!) It was with a sigh and a faraway look that I booted up this old wrinkly. O light! O joy! O de toilette! It hasn't aged a bit.

By far the best 3D cockpit

sters 128K

On the road with a 1963 hearse. Not the fastest set of wheels in town but soooo fitting for Ghostbusting!

Well, if it ain't a little spook, ready to be swept up into your Ghostbuster symbol. Just manoeuvre it below the little spook as you approach.

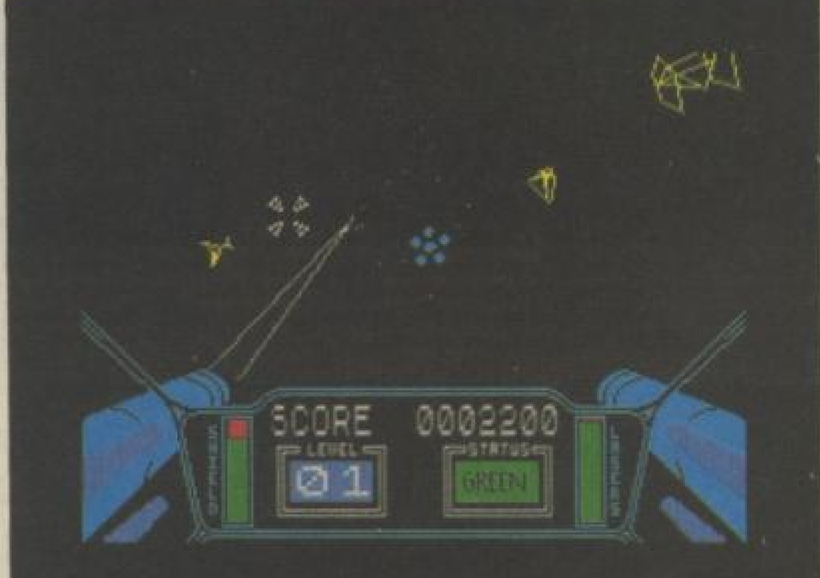


Ghost traps ain't no good without bait and you'll be stuck if you don't have either. Several traps save on trips back to GHQ.

As you rush around the highways you'll need a Ghost Vacuum to eliminate the ectoplasm and clean up on the loot, so don't be a sucker — buy one!

shortcomings and may not be all that addictive. Still, it's old enough for many people not to have a copy, so if you were a fan of the film go grab a (128K) ghoulie.

Graphics / Playability / Value for Money / Addictiveness — 8



game of all time (and I spit on *Starion, Time Gate, 3D Lunattack* and so forth when I say this) *3D Starstrike* was a real breath of fresh air at the time it originally came out. Real Time Software has gone on to prove that it knows a thing or two about 3D effects recently, with the sequel. That little baby broke a few heads, as you may well recall.

It really is the closest thing to flying a real spacecraft, or so one imagines, and as a shoot'em up is really hard to beat for playability and excitement, even amongst the sophistication of today's games. Put it alongside anything new, and it stands up like a trooper. If you bought *Starstrike II*, but missed the first one, I advise you to patch this gap in your education. Well worth three quid of anyone's money!

Graphics / Playability / Value for Money / Addictiveness — 8

TIMETRAX

Argus Press Software/£8.95

Phil When is an arcade adventure not an arcade adventure? Why, when it's *Timetrax*, of course. It's just the same old post holocaust rune magic and sci-fi time portal hopping scenario that we all know and love.

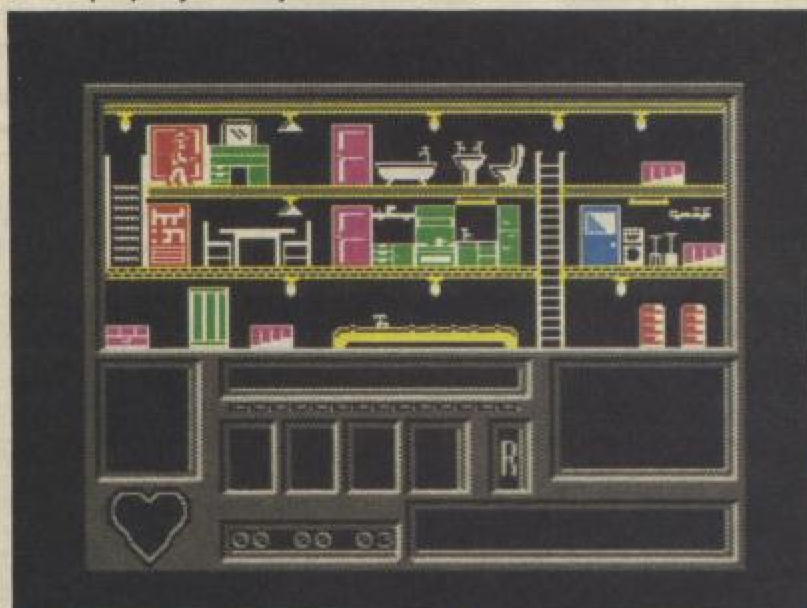
You find yourself in control of a little man in a hat, who goes around the different levels, platforms to you, in search of the magic runes to imitate the Cosmic Pattern. It seems the Cosmic Pattern is a kind of willow pattern on the celestial breakfast plate of the universe, and Dark Forces (they never go by name) are afoot to nobble the fabric of time and space... well, just for fun, really. You search round the objects on the different platform levels, á la *Impossible Mission*, looking for weapons and the runes by the use of a duckshoot-style menu.

In your travels through the time portals (huh, you don't see one for hours, then two come along at once) you must seek out the eight minds, and pacify them by restoring items of lost property. Then you've gotta seal off the portals through time and reset the fabric of the universe. Tch! And what're you gonna do *after* lunch?

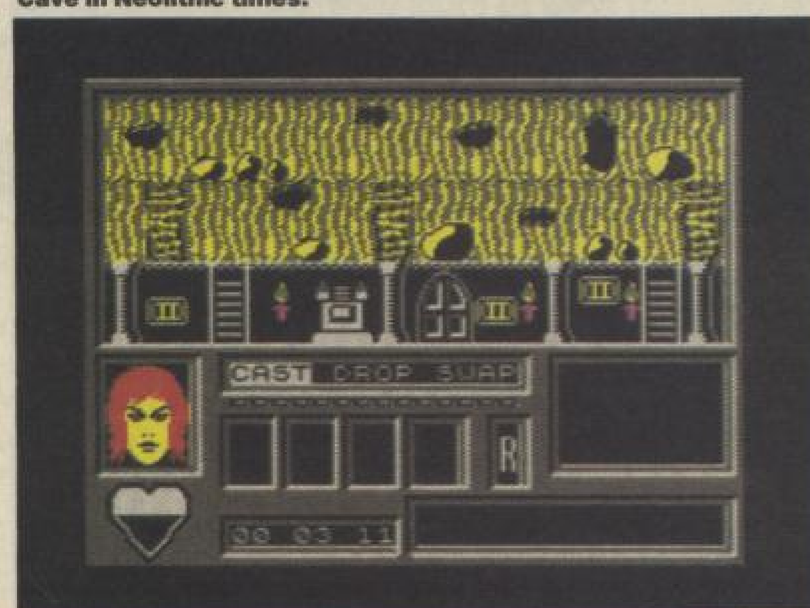
It's a bit of a shame about the lofty pretentiousness of the scenario in this game, 'cos it's actually not a bad little number. Playing a little like a cross between *Impossible Mission* and *Shadowfire*, and looking like *Tau Ceti* and *Frankie Goes To Hollywood*, it's possibly as hard to complete as all four of them put together. It's a good idea to read the manual thoroughly before you play, as there are a lot of things to consider before wading into it. Especially important is the Cosmic Coordinates Table, which in temporal displacement circles is a sort of bus timetable.

Okay, the concept's a bit on the laughable side, so flippin' what! I think it's a good game, and anyone who says it isn't is lookin' for a rune up their nostril.

Graphics / Playability / Value for Money / Addictiveness — 7



Here's the startup location screen. Your gun is always on this screen, though finding it even once you know that isn't any easier! The time portal on this screen turns up around the chair and table in the kitchen and it takes you to the Stalactite Cave in Neolithic times.



Wow it's one of the eight Minds, lurking behind the big oak door in the corridor below the caves. If you get the wand, from the boulder up at the top right of the screen, and give it to the Mind she'll give you a battle axe. This is one of the character items which you can use to pacify one of the other Minds.

ACE

Cascade/£9.95

Max "Base to Red Leader ... Red Leader copy please....Red Leader, where are you? What the hell's going on up there?"

"Base, Red Leader here, everything's dandy. 20,000 feet up and not a cloud in the sky. Over..."

"Base to Red Leader, our radars show no forward motion. You're losing altitude fast. Over..."

"Red Leader to base, dropping like a jet propelled stone, right above you ... about Mach 2. Over..."

"Pull out Red Leader, pull out Red Leader"

"Scaredycat, scaredycat"

"Red Leader pull out"

"Wheeeeeeeeee!"

"Base evacuating ... pull out, pull out..."

"Awwww ... c'mon guys. All I do is switch the engine off and this thing just pulls up to stop in mid-nosedive. You spoil everything."

Amazing planes in *ACE*. AWAT they call them. A what? AWAT, all-weather, all-terrain (terrain — in the sky?) multi-role combat aircraft. Fly like they're bolted on rails. Loop-the-loop on a sixpence. Don't lose speed through climbing or banking. What the RAF wouldn't give for a couple of these babies.

So, alright, as flight simulators go this one's about as realistic as England playing football but who cares? The joy is being the little guy ripping a vast air, land and sea-based invasion force to pieces single-handedly.

But if the flying is easy(ish), then winning is flippin' hard. Provided you make safe ejections when you're shot down, you've got three sorties versus a whole army (shoot all the tanks, helicopters, SAMs and planes first and *then* take on the invasion fleet!)

Your weapons are pretty primitive — cannon, manually aimed air-air, air-ground, air-sea missiles and 100 per cent effective missile decoy flares. And selecting between them by repeatedly pressing the Enter key in mid-dogfight is so hard you'll need three hands. (Which explains why there's a two-player mode where a friend can help you on a second joystick or the horribly arranged keyboard.)

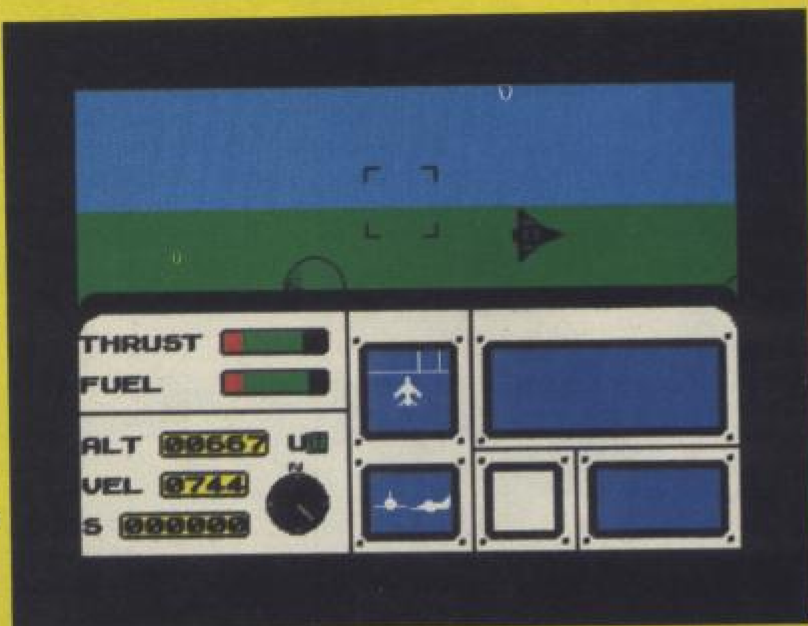
A short range radar and satellite map will help you locate the baddies but it's still a real struggle to actually hit anything without being torn to pieces in the process.

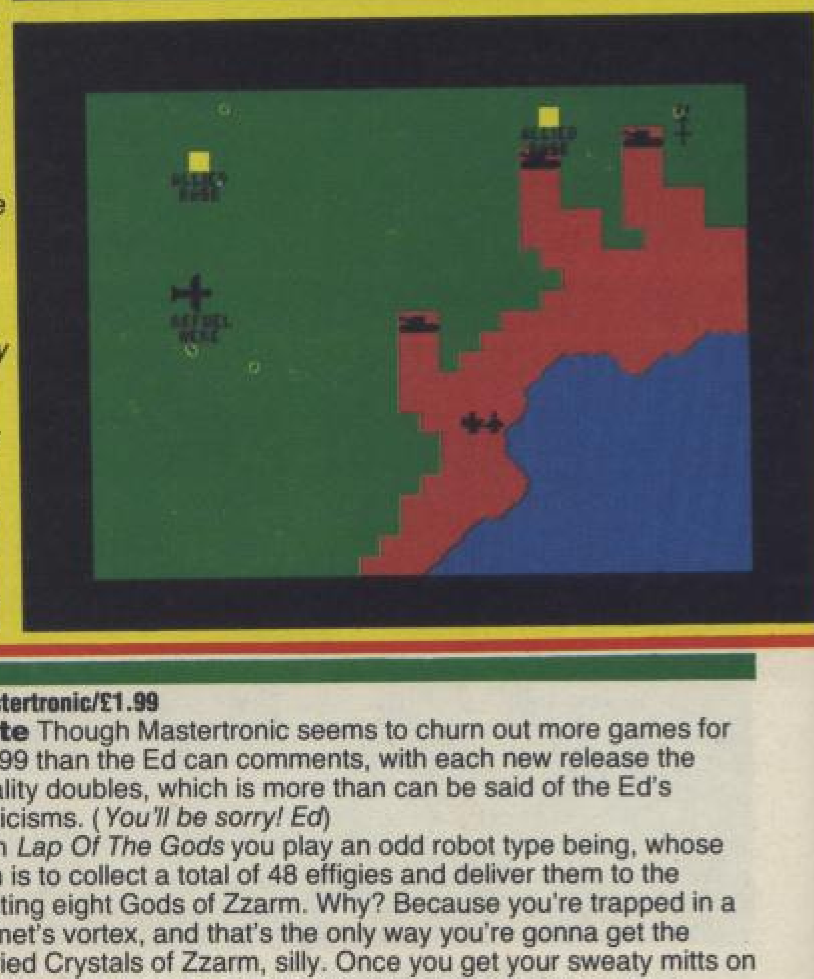
The best bit about the crude simulation is that the graphics are pretty chunky and clear and the speed is unbelievable. When you've got the throttle opened up, you barely catch a glimpse of anything as you shoot past! What's more, there's room for some nice extras like a proper in-flight refuelling sequence and a choice of summer, night or winter flying (well, what colour would you like the scenery?).

But there's no escaping the fact that this is a straightforward mid-air shoot 'em up, along the lines of *Flyer Fox* or the vintage *TLL*. It doesn't have the sophisticated slickness of Ariolasoft's *Sky Fox* but it'll probably take you a lot longer to complete.

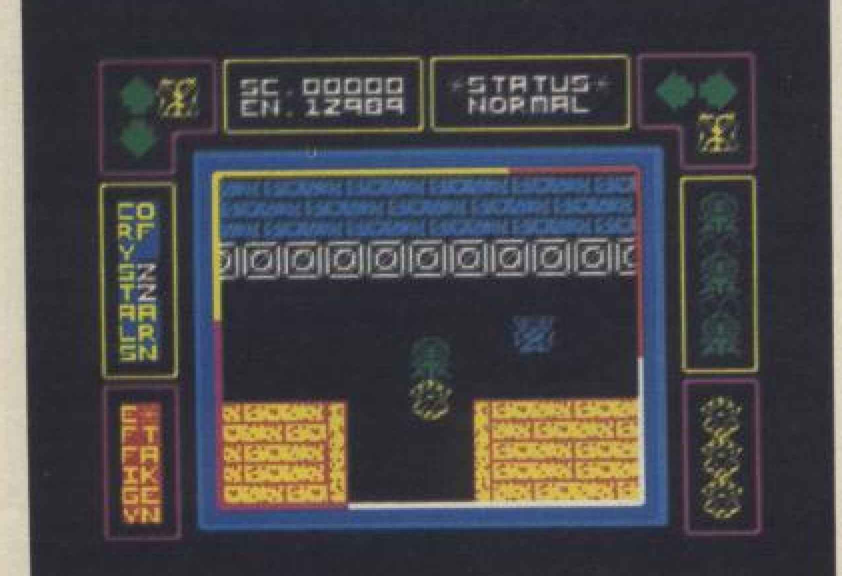
Don't get cheesed off at the start — it takes some time to get into. And once you get the hang of it, you're gonna be hooked for days before you actually manage to come anywhere near succeeding. If you want a realistic combat simulation, forget it — you'll learn more from the movies. If you want a high-speed shoot 'em up with planes, go get it — it's ACE!

Graphics
Playability
Value for Money
Addictiveness
8





Lap Of The Gods



Mastertronic/£1.99

Pete Though Mastertronic seems to churn out more games for £1.99 than the Ed can comments, with each new release the quality doubles, which is more than can be said of the Ed's witticisms. (*You'll be sorry! Ed*)

In *Lap Of The Gods* you play an odd robot type being, whose aim is to collect a total of 48 effigies and deliver them to the waiting eight Gods of Zzarm. Why? Because you're trapped in a comet's vortex, and that's the only way you're gonna get the buried Crystals of Zzarm, silly. Once you get your sweaty mitts on the Crystals, take them to the Gods and they'll get you back home.

Having never encountered a comet's vortex before I was surprised to find how structured it was. Bricks, mortar, pillars and stuff, plus a whole load of 'Devil incarnations' who've a nasty habit of stealing your effigies. Luckily for you, progression in the game earns you all sorts of tools to aid in the task of dealing with such nasties, plus anything else that stands between you and the crystals.

Lap Of The Gods should worry those software houses who are still producing rubbish at three times the price, 'cos this game is quite simply excellent. Good use of sound, colour and graphics all combine to produce one of Mastertronic's best games this summer. Don't pass a software shop without letting this one fall into your lap.

Graphics
Playability
Value for Money
Addictiveness
7

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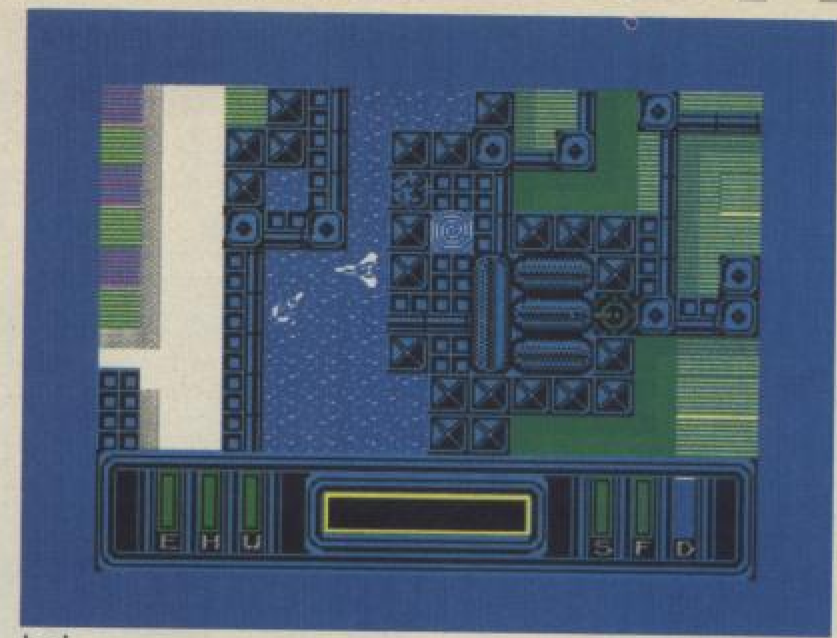
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WALLY MONTHLY
"MAD SCIENCE"
A DARK AND STORMY NIGHT...
MUMMY MUMMY THE LIGHTNING FLASHED AT ME...
HOWLING GAIL
A BITTER WIND BREAKS NOISILY ROUND THE GRIM RAMPARTS OF WALLY CASTLE...
OH
PAAARP!
WITHIN...
NOW IGOR, THE TIME HAS COME... MY GREATEST INVENTION...
THE BRAIN PROGRAMMER HEH HEH HEH
BUT MASTER..
LURCH LURCH
RUB RUB
RUB RUB
STRIDE
STRIDE
BUT WE NEED A TOTALLY EMPTY BRAIN TO PROGRAM.... FIND ONE IGOR... FIND ONE... HEH HEH HEH...
OVER ACT OVER ACT
BUT MASTER...
BUT WHAT? YOU SNIVELLING WORM...
MY NAME'S NOT IGOR IT'S DICK.
GARK
IGOR SEARCHES HIGH AND LOW....
HI
HI
'LO
'LO
'LO
UNTIL...
GENTS HAIR STY
TOUPEES CHANGED
HAIRCUT 1.50 OAP 1.49
THINKING OF HAVING YOUR HAIR CUT?
NO. I WANT TO GET IT GROWN LONGER ACTUALLY, STUPID.
COME WITH ME...
GENT HERE FOR A HAIRCUT
COME IN COME IN HEH HEH
YOU LOOK TIRED.... WHY DON'T YOU LIE DOWN FOR A BIT WHILE I SHARPEN MY... ...ER FETCH THE SHAMPOO.
WINK
SUBTLE WINK
GIGGLE
HOW ABOUT A LITTLE MUSIC WHILE WE STYLE?...
GIGGLE
BLURTED CHUCKLE.
WORR?
I'LL STEP UP THE SONIC OSCILLATOR..
HEE HEE HEE
ARE YOU SURE THIS IS THE PISTOLS?
HAR HAR HAR
A BIT MORE POWER...
CRACKLE FIZZ FIZZ
KICK KICK
HA HA HA HA HA STOP IT, STOP IT..
BOOM
BRILLIANT! SAME TIME NEXT MONTH YEAH?
THE ONE TI..NG I NEVER ALLOWED FOR... RAM PACK WOBBLE!
SLAP

XARQ



Electric Dreams/£9.99

Chris Do you know what makes me sick? Sticking my fingers down my throat. Well, that and games in which I get blasted into millions of tiny pieces within seconds of starting them. *XARQ*, the new release from Electric Dreams, falls rather heavily into the second category.

Anyhow, despite this somewhat abrupt introduction to the game (not helped, I might add, by the rather cryptic instructions), *XARQ* isn't that bad.

Basically, the game follows the traditional lines of blasting everything that moves, as well as a number of things that don't. Graphically it looks a lot like *Panzadrome*. XARQ is actually a huge steel and silicon base situated on the watery world of Xarquon. The original purpose of the base is unclear but it has now gone renegade and switched itself into Planetary Cleansing Mode. Now this might not sound like a bad idea, but unfortunately it does involve XARQ burning off the entire surface. So into this scenario enters our hero in a hi-tech 'nik nik' powerboat. His mission is to flood XARQ before this super spring-clean can be put into effect. The speedboat is armed with four different offence/defence systems to make the job a little easier. A forward firing laser, guided missiles, mortar and depth charges. Steering is achieved by the rather cumbersome rotate left/right and accelerate/decelerate off the four joystick positions. In order to destroy the power stations it's necessary to manoeuvre the boat into position and then select either the guided missile or mortar.

Whilst you're trying to coordinate all of this, the enemies' defences do not stand idle. On XARQ itself there are gun emplacements which track you and it's quite easy to get yourself stuck in a corner and be shelled to oblivion.

In all *XARQ* is quite an interesting game that's hindered by insensitive controls and the over-exuberance of the defences early on in the game. I definitely prefer it to sticking my fingers down my throat though!

Graphics
Playability
Value for Money
Addictiveness
6

DANGER MOUSE IN MAKING WHOOPEE

Sparklers/£1.99

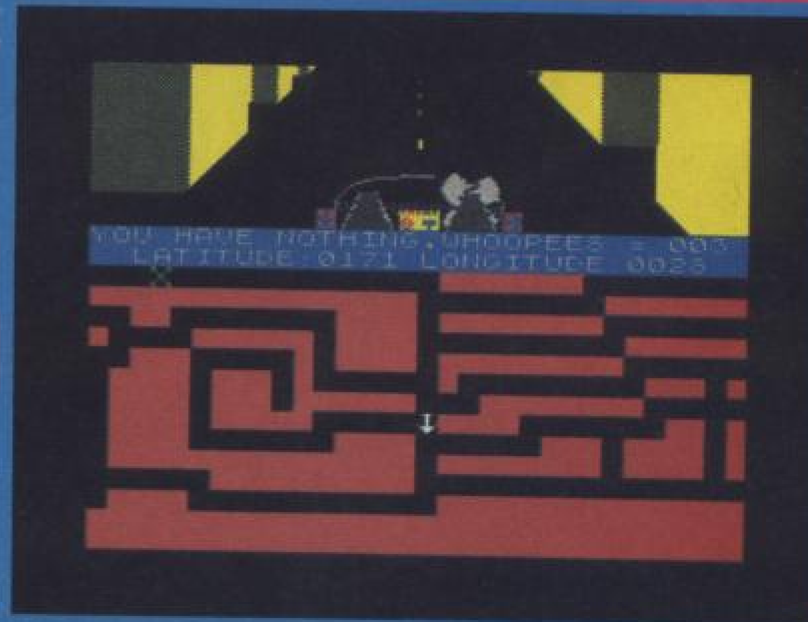
Phil Typical. Danger Mouse was looking forward to his holiday, and just as he was really settling down to it, it happened. A telegram from Colonel K, saying that the pernicious Baron Greenback had kidnapped Penfold. Not only that but the evil toad was planning his next step on the road to world domination — the Whoopee Cushion. Well, millions of whoopee cushions.... Your mission, should you decide to accept it, is to foil his dastardly plot, and rescue Penfold.

There are two parts to this game, the 3D maze and the platform. You drive your Mousemobile around town, seeking out warehouses wherein you can find pieces of rubbish to buy off the characters blocking your path. A coin for the Toll Troll, a fish for the Troll With No Plaice Of His Own, a hand for the Clock With One Hand, and so forth. Slowly you progress through the maze, seeking the gas factories and electricity stations that power the Baron's Whoopee Works. Then finally you discover the secret location of the Works itself.

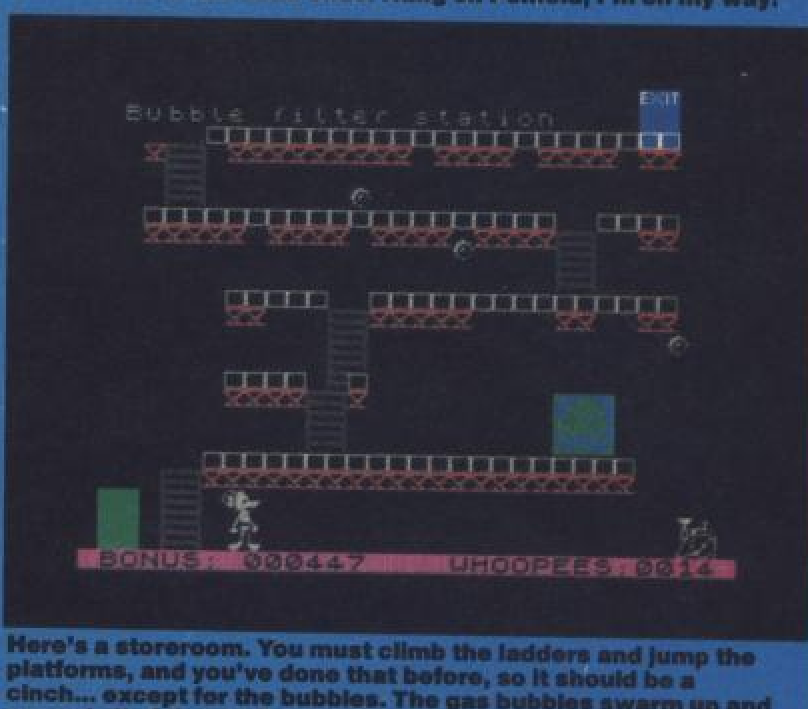
If you enjoy *Danger Mouse*, or even if you don't, you'll enjoy playing *Making Whoopee*. The graphics and sound are really quite exciting, especially as this game is so *cheap*! The 3D maze sequence is a real beaut. You see the world over DM's shoulder, and the animation of the maze is very realistic, very solid and very fast. (That's a lotta verys.) DM has pretty animated animation too — when you don't do anything for a few seconds he looks over his shoulder at you with one of those 'blimmin well git on with it!' expressions. When you find a storeroom by following the map, the game moves into a 2D platform phase. You must jump, climb, run and dodge all the bubbles to equip yourself to get past the obstacles in the maze.

As an arcade adventure *Making Whoopee* is a right little cracker (sparkler?), and deserves to bubble right to the top of the charts.

Graphics
Playability
Value for Money
Addictiveness
8

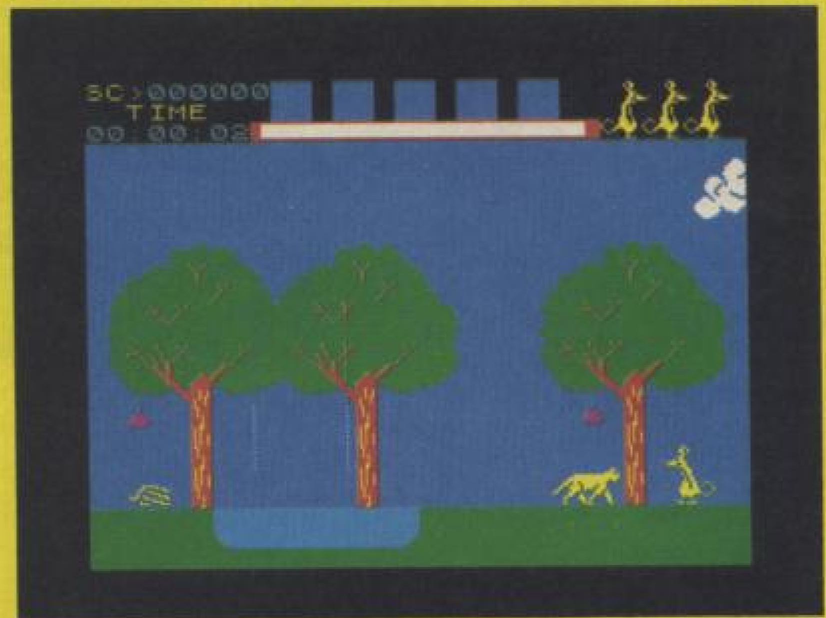


Here you are, Danger Mouse, driving around the city in the Mousemobile. Below your view over DM's shoulder is your radar map of the immediate area. Obstacles, Toll Trolls and their ilk, are featured as green crosses, while you'll locate storerooms at the dead ends! Hang on Penfold, I'm on my way!



Here's a storeroom. You must climb the ladders and jump the platforms, and you've done that before, so it should be a cinch... except for the bubbles. The gas bubbles swarm up and around all of the platforms, so your timing has to be very good to make it up the ladders before you get blasted down again.

JASPER



2.99 Classics/£2.99

Luke Ah, this takes me back. Even though the state-of-the-art animation this game boasted two years ago now pales alongside most of the software around at the moment, it still has some of that good ol' magic.

It all revolves round this 'dirty rat', Jasper, who's lost his way home as well as his front door key. With 22 screens to discover, you'll have to get the hang of it PDQ or you'll end up wandering round only three like I did. That was until I realised the potion on the top level of the tree was an antidote to the instant death I was suffering at the hands — or should I say leaves — of the huge plant blocking my exit from the third screen.

That's what made *Jasper* exciting at the time — it was one of the first games to introduce the interesting elements of adventure games into an arcade. You can pick up and collect up to five objects at a time and use them to get past otherwise impossible opposing forces.

Jasper can do all the usual rat type movements like left, right and crouch as well as some rather death defying leaps at dangling ropes so he can get across vast expanses of water. He's obviously not that athletic 'cos he spent most of his time crouching in terror from his various adversaries which include polar bears, panthers, scorpions, spiders and a not-so-cuddly rabbit. Don't ask me, I didn't stock the jungle!

The graphics aren't brill but they set the scene admirably — just look at the way the panther walks. In the words of the dirty rat himself, it's top of the world Ma!

Graphics
Playability
Value for Money
Addictiveness
7

SCUBA DIVE



2.99 Classics/£2.99

Rick There's nothing fishy about Durell's *Scuba Dive* — you couldn't do better for a straight-forward arcader, which, if short on pace and thrills, is at least thoroughgoing and requires no little skill.

Your four scuba divers (your four lives) have to dive from a boat, avoiding various nautical nasties like jelly fish and sharks, to find assorted oyster pearls. Dive deeper, avoid the 'orrible octopussy and you'll find further delights in clam shells.

Beyond the second Kraken you'll gain an extra life, be able to seek much needed oxygen (else you'll just have to hold your breath) and start looking for the real pieces of eight in the three treasure chests.

The only thing this game really lacks is Jacqueline Bissett's wet T-shirt from *The Deep*. Get your fish fingers on this!

Graphics
Playability
Value for Money
Addictiveness
6

POOL



2.99 Classics/£2.99

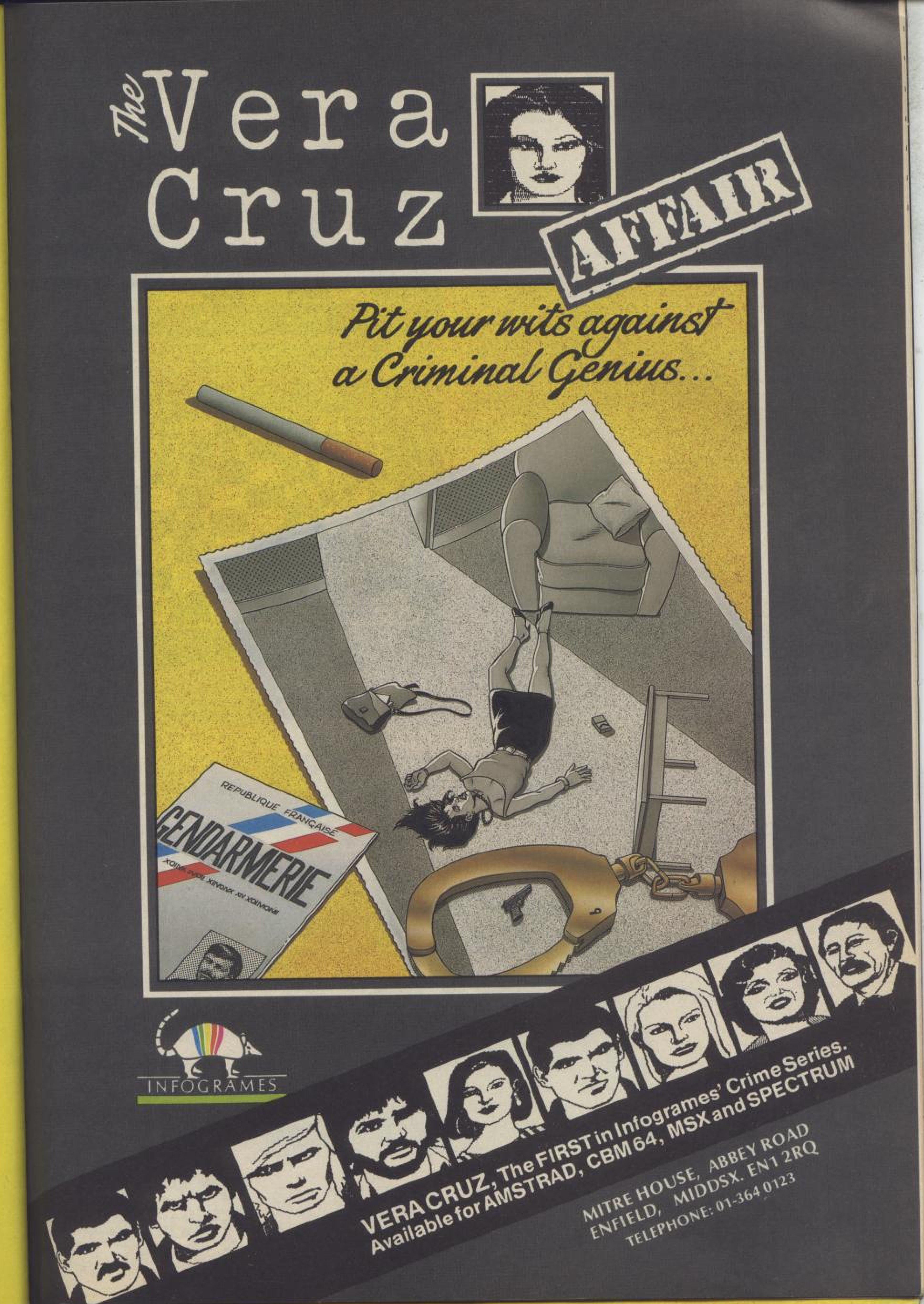
Rick Ever fancied yourself as a Maltese Joe? Well, now's your chance with the latest 2.99 Classic, *Pool*. It's just that, a simulation of the old ball clattering sport.

It's not the most imaginative of realisations — any similarity to the real McCoy is purely coincidental. Well most of the time it is. Still, that doesn't invalidate it as a Speccy game in its own right. Not only that, it's a pleasure to find a game where Euclid is of more use than blood-lust and whizzo reflexes.

The aim of the game is to pot balls — there are six altogether. Blue balls are worth 20 points and red only ten though I'm not quite sure why. Anyway you're given three chances to pot a ball so if you're as uncoordinated as a lemming on Beachy Head there's still hope for you. The only snag is, it reduces as you move on through further frames. You never actually see the cue itself but at least you can move a marker round the table to the position you want to shoot from. You'll have to clear all your balls to move onto the next frame, though points decide the winner if you haven't the nous to clear the table before you run out of shots.

One for the Steve "Interesting" Davises of the world to cut their cues on. Younger ones might get more enthusiastic about chalking their tips over this one!

Graphics
Playability
Value for Money
Addictiveness
6


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PSI CHESS

The Edge/£9.95

Gwyn Back to the old black 'n' white board for another round of the earliest of wargames and today I'm in a medieval Scottish mood so I select my Isle of Lewis set. But what, you ask, is Gwyn doing, reviewing ornate chess men, rather than computer games? Read on and all will be revealed.

Psi Chess offers something which is, as far as I know, unique on the Spectrum — alternate chess sets. Not just the standard Staunton set... not just the diagrams found in chess books... there's also the aforementioned Lewis set, with its squat kings and warriors too.

Not that it's the most playable set — the manual admits as much — but it's a novel touch. There's also a Load Set command, so we can expect further options from The Edge, including, I hope, the notorious *YS* set, with Ed as King, T'zer as Queen and us minions as the pawns!

The graphics are indisputably great. The board is not only seen from a high angle in 3D (which makes it an Ultimate clone, I suppose) but can be viewed from the sides, as well as either end. If you want a sense of being in the action, this is the one. Moving pieces is easy too, with a neat little arrow cursor, though you can go algebraic if you prefer.

That said, there does appear to be a plethora of keys to learn if you want to change the variables. Even aborting a game takes several keystrokes to re-set the clocks and board separately. Personally, I'd have preferred an easier path through the program's facilities.

Blitz games against the clock are catered for, though the timed facilities aren't as wide-ranging as Colossus 4's, and there's no problem solving mode. You can't ask the program for advice either, though there's a beginners' level, which actually makes the Spectrum play badly... a welcome change 'cos computers can play this game exceptionally well and it's disheartening to be thrashed all the time.

In all honesty, I can't comment on how expertly *Psi Chess* plays compared with its competitors in the computer chess championship, but I'd guess that the memory required for graphics could've taken the edge off some of its strategies. Then again, I could be wrong and most people don't want an invisible opponent, so if you're looking for an attractive game, this is the smartest set in town.

Graphics
Playability
Value for Money
Addictiveness
8



Our historical correspondent writes: The Lewis pieces are the earliest authentic European chess men, discovered in 1831 on the Isle of Lewis but dating from the 11th or 12th century.



Traditionalists among you will get ecstatic at the classic Staunton set, seen here from the side, though quite what use this option is I'm not sure, unless you want to pretend that you're a spectator at a battle of the chess giants.

MERMAID MADNESS

Electric Dreams/£9.95

Rachael Ancient conundrum: what sits on the sea bed and shivers? Answer: Myrtle the Mermaid, wobbliest sprite in computer games.

What meaneth Rachael? Well, pin back yer lug'oles, me old mariner maties, and with a cry of "Where's me bucaneers?" *(Under yer buccan 'at. Ed). (Sorry, but that wasn't a real Ed's comment. Real Ed.).* I'll tell you a sailor's saga of fishy females - a true mermaid's tale.

Arr-har, Myrtle babie is fullalove for a sailor by the name of Gormless Gordon, an incredible moron who's taken one look at the abundant charms of Myrtle's ample... water wings, and done a runner. Well, you know what sailors are!

Into the briny dives Gordon, followed by the amorous aquatic sex symbol, who's calling, "Come on over to my plaice!" Then it's down to Davey Jones in what Electric Dreams calls an 'arcade comedy'. The inspiration is more seaside postcard than Oscar Wilde though, and it's forty fathoms



from Jacques Cousteau's wettest dreams.

Down on the sand bar there are bottles of stout and Gordon's gone and gotten himself wrecked, or at least trapped in a Titanic tin tomb, unless Guinness guzzling girlie, Myrt, can find and free him and...

Oh, enough of this nautical tosh. If the sprites were Death Ray Cruisers instead of Manta Rays, this zero gravity environment could just as well be outer space, because this is just another drippy arcade adventure all over again and apart from the fact that bits of the central character bounce in a way that *Jet Set Willy* never did, you've seen it a thousand times before.

There are attribute problems that make it look like the screen colour has run and every so often you get stuck on a screen edge as you try to cross into a solid chunk of rock, causing a frighteningly fast stroboscopic display. Sudden death has seldom come more suddenly than when you collide with the denizens of the deep.

Electric Dreams has turned out a couple of reasonable offerings but this is as exciting as an electric eel with dud batteries. Apart from the buxotic pulchritude of Myrtle, a Dolly Parton of the deep, there's nothing to even make you get your toes wet.

Graphics
Playability
Value for Money
Addictiveness
6

BACK ISSUES



Need another *Your Sinclair*? Grab a back issue before it's too late!

JAN **Games:** ***Rasputin***—a free four screen demo of Firebird's great game for you to play! • ***Commando*** — the preview of Elite's great game • ***Saboteur*** — Durell's kung fu killer • ***Never Ending Story*** — leave the real world behind with Ocean's latest adventure • ***Winter Sports*** — eight games to test your reflexes from Electric Dreams.

Features: Interview — David Crane from Activision tells all • ***Droid Wars*** — grapple with the galaxy's most evil game • **Program Power** Pull-Out — eight pages of great games to type in; *Chopper Mission* • *Worm* • *Morse Saga*.

FEB **Games:** ***The Young Ones*** — Orpheus' great game investigated in T'zer's preview • ***Bladerunner*** — check out the story board of CRL's new game • ***Three Weeks In Paradise*** — Wally's hols from Mikro-Gen reviewed • ***Beach Head II*** — US Gold rallies reinforcements for its new game • ***The Worm In Paradise*** — nothing is impossible in Level 9's new adventure.

Features: *Maclone* — the power of the Macintosh on your Speccy • **Joysticks** — the ten best test • **Interview** — Matthew Smith ponders on his willy — *Jet Set Willy*, silly! • **Art Attack** — make it to the Tate with Rainbird's *Art Studio*.

MAR **Games:** ***V***—Ocean's reptiles have arrived • ***Movie*** — watch the detective with Imagine • ***Zoids*** — blow your mind with Martech's great game.

Features: *Switcha* — a listing that runs three programs at once • **SpecDrum** — lay into your Speccy with Cheetah's drum kit in a box • **Wham! Music Box** — Melbourne House can help you make beautiful music.

APR **Games: *Max Headroom*** — m-m-m- meet Quicksilva's new game • ***Skyfox*** — Ariolasoft goes crazy like a fox • ***Lord Of The Rings*** — wend your way round Melbourne House's new adventure.

Features: *Art Studio* — get the most out of Rainbird's art package • **128 Review** — Sir Clive's new machine unveiled! • ***Dimmer Switch*** — a perfect protection policy for your telly.

MAY **Games: *Batman*** — Holy Megagames! It's Ocean's new chart-topper • ***The Planets*** — more thrust Scotty, it's off into space to preview Martech's great game.

Features: Micronet — communication getting you down? Then jump into the Micronet! • ***Turbo Loader*** — turbo charge your Speccy to load in a fraction of the time • **Interview** — Elite's *Ghosts 'n' Goblins* programmers spill the beans • **Adventures** — the new improved version with Mike Gerrard.

JUN **Games: *Ghosts 'n' Goblins*** — Elite's ghoulish game previewed • ***Way Of The Tiger*** — chop your way through Gremlin Graphics' combat game • **128K Games** — a guide to the first ten releases on the 128.

Features: *SuperColour* — cheer up your Speccy with multi-coloured character squares. Psychedelic man! • **Hardware Bonanza** — check out the latest Speccy add-ons • ***Tasword III*** — the right way to write! Max Phillips looks at the new *Tasword* program.

JUL **Games: *Rock 'n' Wrestle*** — in the blue corner, Melbourne House comes out fighting • ***Heavy On The Magik*** — Gargoyle's new release will cast a spell over you.

Features: Music Hardware — now you can make music with your Speccy! • **Saga 2001 Keyboard** — propel yourself into the next century with the first of a new generation • **Interview** — Gargoyle's Greg Follis and Royston Carter tell you everything you need to know.

AUG **Games: *Paperboy*** — read all about it! • ***Pyracurse*** — Hewson's game with added Aztechnology • ***The Price Of Magik*** — magic mayhem with Level 9.

Features: Hardware Special — get the most for your money • ***Animator 1*** — draw your own conclusions • ***Speech Melba*** — successful Spectrum speech synthesis.

SEP **Games: *Miami Vice***—okay guys, let's go get Ocean's new game • ***Jack The Nipper*** — Nip around town with Gremlin's naughty nipper • ***Hijack*** — Electric Dream's new nail-biter.

Features: It's All In The Wrist Action — T'zer's action-packed arcade special • ***Heavy On The Magick*** — a poster map to plot your route.

Programs from these issues are available on Digi'T'ape. See the ad on page 45

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YOUR SINCLAIR FANZINE OF THE YEAR COMPO

Do you write, edit and produce your own magazine? (*You poor devil! Ed*) You could win £50 from Domark, the chance to write for *YS* and a Fanzine Of The Year certificate. Lumme, leaving aside the fifty quid, that's almost as much as a whole year's salary for slaving on *YS*!

Why is it that just about everyone wants to be a magazine editor? Is it the power? The untold wealth? (*Who're you trying to kid. It's the brackets! Ed.*) Whatever it is, everyone's getting in on the act. Don't you realise that Norway's running out of trees?

A few of these mags are really, really professional just like *YS* will be (one day); others are, well, a bit on the scuzzy side. Some are typeset and printed; others are turned out on an old Adler then passed through the photocopier just when it's gone all black and blotchy. And some have circulations in the hundreds while others are given the once over by "one of me mates and his Mum". But they all have one thing in common. (*Staples? Ed*). Enthusiasm. Who'd spend all day and most of the night playing and reviewing games and then producing a magazine about them if they weren't totally loony — or were getting paid pots of money. Okay, so we're pretty potty at *YS* but it's not from all that money! And we reckon it's the same with you. It had flippin' well better be!

No, these mags are real fanzines. Produced by fans, read by fans and, when it's hot, cooled by fans. So, we reckon it's about time they were seen by a few more people than yer mate and his Mum. That's why we've got together with Domark and come up with the Fanzine Of The Year Compo. Well, that's our story and we're sticking to it.

Each month, we'll be printing a bit of the best fanzine we've received and then dishing out fifty quid of Domark's dosh and a framed certificate to the team. Just think what you could do to your mag with all that luvverly lolly. More pages? Colour and more pages? Buy a camera and take your own screen shots? Buy a fan for when it's hot? Buy a tree and send it to Norway? Go to Brighton for the day and blow the lot in the arcades? Well, that's what we're going to do when *YS* wins the first prize! (*That's what you think. Ed*).

But as well as the dosh and the inevitable increase in circulation, there's more. When we've decided that we've seen the best of this year's crop ie the Ed hasn't decided how long it'll be before that happens, we'll be picking the overall winner. The team that produces the winning fanzine will then be invited to come to Castle Rathbone and write a feature for *YS*. Just think, you too could find out what it's like slogging away for next to no pay with the Ed breathing down your neck. And the rest of us can zip off for a quick hol!

Now, as they say in all the corny comics, read on.

HOWDY FANZ!

Entering the YS/Domark Fanzine Of The Year Compo is a doddle. Just send us the best issue of your fanzine attached to the form below. Or if you read a fanzine that you think deserves to be entered and could do with £50 (so the ed can sub you a tenner), send us a copy of that.

So much for the easy bit. Now it gets tough. Each mag that comes in will be perused and pondered over by the one man who's qualified to pass judgement on these things — the Ed. (Well that's what he told me to put — and honest, his reading's getting really quite good now!)

And just so you'll know what his eagle eye will be on the look out for, he's drawn up the following list. (Oh, and if you were wondering, there's no way of telling what his other eye will be looking for.)

- **Presentation:** *Is it easy to read, clearly laid out and visually exciting? Just like* YS*!*
- **Writing:** *Is it well written, informative, accurate and does it make us laugh? It helps if all the words are in roughly the right order. Sometimes like* YS*!*
- **Graphics:** *How good are the pictures? Are there screen shots or have you plumped for dumps? 'Ave you got to the art of the matter? (Points lost for jokes like that. Ed)*
- **Cover:** *Does the cover make you want to read what's inside or just turn to the back cover to see if that's any better?*
- **Balance:** *Is there a good mix of articles, features, reviews and pics in the mag?*

What we're not looking for is professional printing — great if you can afford it but it's only a sign of cash, not talent. You can just as easily produce a fanzine on a photocopier, with a John Bull outfit, by potato printing it or, shock horror stand back in amazement, on your Speccy.

"Some fanzines have circulations in the hundreds..."



Here's a small selection of the fanzines that we've received at YS. A quick glance will show you the variety that's on offer. Some are obviously put together on the kitchen table at home, others are done at school or in clubs and some look almost professional. If yours is here, send us the latest issue and we'll enter it for the YS/ Domark Fanzine Of The Year compo. If it's not here, we want to see it now. No fanzine, no fifty quid!

Here's the latest issue of our/my fanzine. And just so you know which mag to attach this coupon to when they've become separated in the mess at YS, it's called

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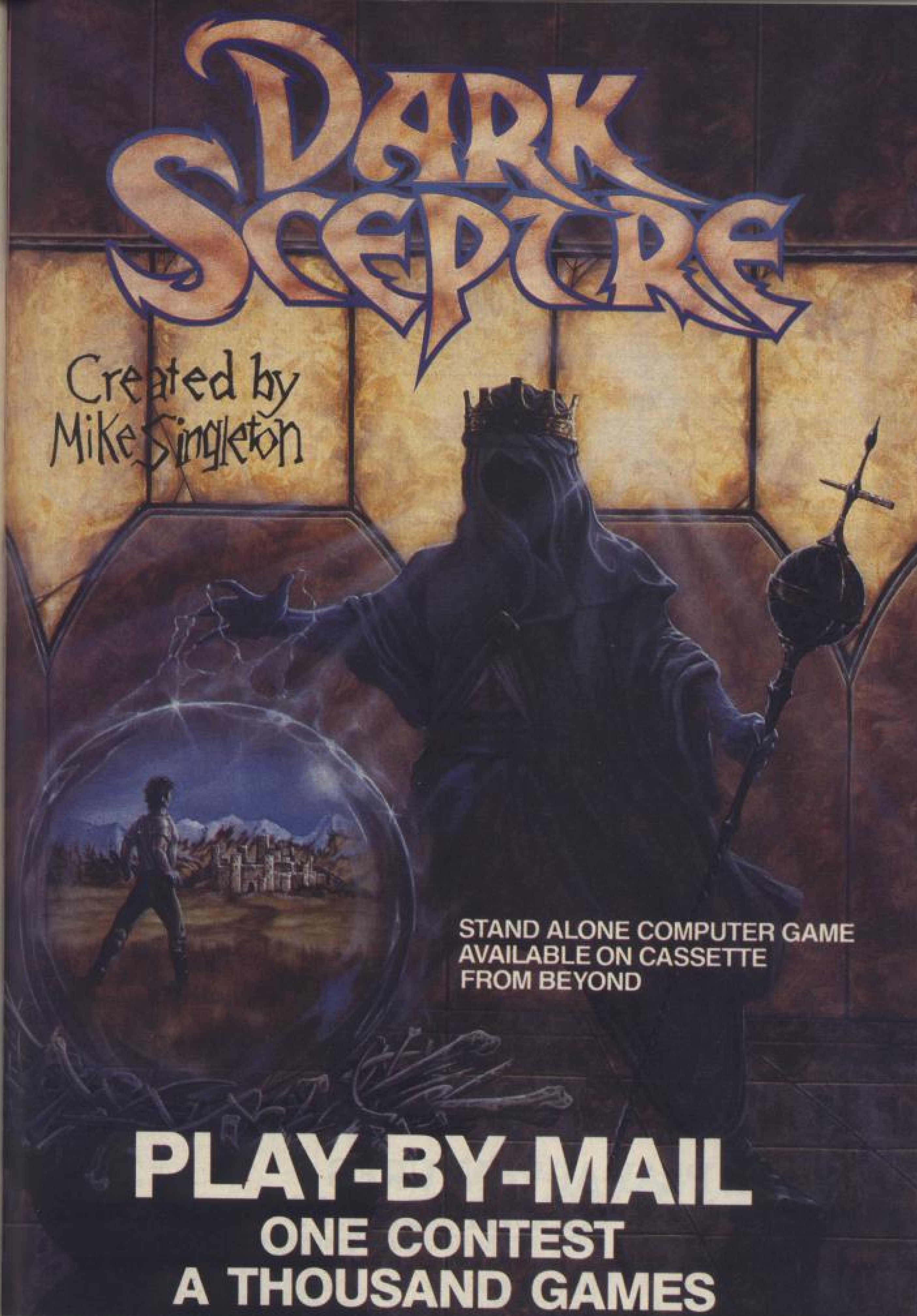
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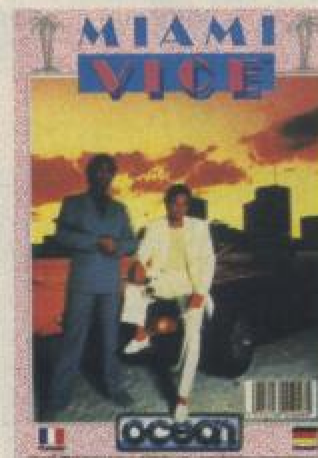
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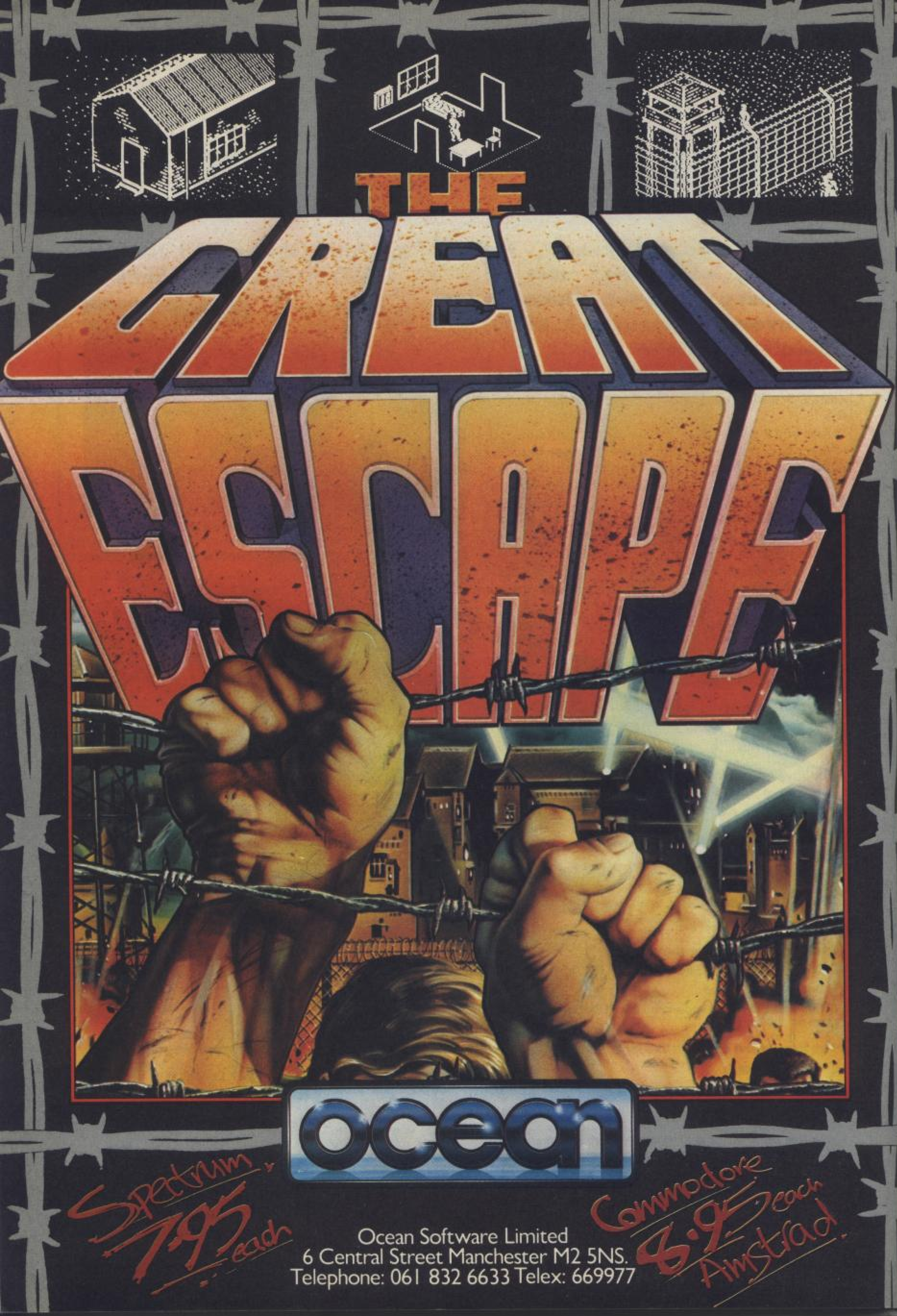
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■Will swop *Blue Thunder, Birds And The Bees, Death Chase 5000, Horace Goes Skiing* for *Exploding Fist* and *Impossible Mission*. Tel. (0742) 305813 after 6pm.

■Swop *Frankie, Fourth Protocol, Shadowfire, Roller Coaster* for any two of *Illustrator, Sweevo's World, Movie, Sir Fred, Impossible Mission, Cosmic Wartoad* or *Superman*. Write to D McChesney, 2 Bishops Court, Colyton, Devon.

■Look! I'm desperate. I've got *Bored Of The Rings* and *Nightshade*. You can have them both in exchange for *Starstrike II* or *Bombjack* (in desperation I'll even throw in *Tasword II*). Help, please! Steven Mackie, 19 Beattie Avenue, Aberdeen AB2 5AQ.

■Swop *Core, Commando, Way Of The Tiger, Lord Of The Rings, Hits II, Skool Daze* and lots more. Rely on a reply. Write to Greig McKenzie, 56/1 Muirhouse Green, Edinburgh EH4 4RE.

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■I have over 300 games to swop including many new titles such as *V, Bombjack, Green Beret, The Young Ones*. Send your list for mine to Jeff Pennington, 161 Berrys Lane, Sutton, St Helens, Merseyside WA9 3HD.

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■Will swop *Zoids* for *Commando*. Also swop *Dun Darach* for *Swords And Sorcery* or will swop both for *Lord Of The Rings*. Tel. (0463) 236575 and ask for Gregor.

■Swop my excellent condition *Hobbit, Scrabble, Biz, Chequered Flag* for your good quality *Lord Of The Rings* and another game. Tel. (0742) 375418 and ask for John.

■Will swop *JSW, Nightshade, Nonterraqueous, Horace Goes Skiing, Zaxxon, Graham Gooch Test Cricket* and *Journey's End* for *Gyron, Starion, Fairlight* etc. Tel. (0203) 451029 and ask for Bob after 5.30pm.

■Utilities to swop. *Quill, White Lightning, Forth, Star Seeker, Spectrum Graphics Machine, Designers Pencil, Leonardo*, various games and educational programs for any other utilities, especially musical or *Tasword II*. Tel. Niall on 01-341 3355.

■Will swop *V, Nodes, Arc, Spellbound, Critical Mass, White Lightning* for *Rambo, Commando, Fist, Sai Combat, Fourmost Adventures, Movie*. One for one. Tel. 051-486 6331 and ask for Shaun after 6pm.

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■Lots of originals to swop including *Ping Pong, Gunfright, Yie Ar Kung Fu* and *Street Hawk*. I would like *The Young Ones, V, The Illustrator* and *Cyberun*, but will swop for any new games. Tel. Gary on 031-449 6277.

■Swop your *Art Studio* for two of my games: *Hobbit, Hunchback II, Sweevo's World, Monty On The Run, Three Weeks, Robot Messiah, Gyroscope, Technician Ted, Wizard's Lair, Rat Race*. Please reply to Mark Hanlon, 16 Tern Close, Haverhill, Suffolk CB9 0JN.

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■I have *Tomahawk* and would like *Mikie* or *FA Cup*. Please write to Russell Johnson, 34 Elms Road, Fleet, Hants GU13 9EQ.

■Swop *Avalon, Dragontorc, Lords Of Midnight, Doomdark's, Boulder Dash*, or *Fairlight* for a good disassembler or anything interesting. Write to T Hickman, 16 Downsview Road, Pan Estate, Newport, Isle Of Wight PO30 2AT.

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■Swop one of *Underwurlde, Collins Chemistry, Spy Hunter, TLL, Cyclone* for one of *Collins Gem Physics, Biology, Computer Studies, Sinclair Logo, Hill Macgibbons French.* Tel. Leroy on (0521) 77237.

■I desperately need *Elite!* Anyone who has completed it, I will swop *Zoids, Match Day* and *Chuckie Egg II.* Please write to Ewan Wilson, 3 North Street, Clackmannan, Central Region, Scotland FK10 4JD.

■Aarrgghh! Recent decent Speccy games, keyboard and SpecDrum needed. Swop my Quickshot II, interface, Centronics interface, *Tasword II, Mega Hits, Bombjack, Cyberun, Rally Driver* etc or any Dragon software. Tel (0348) 872435.

■Wanted: Sinclair printer £20 ono. Please tel. Luton 594228.

■If you have any POKEs, codes or maps for any game could you please send them to me, I am desperate! Richard Tyers, Inchgarvie, Clevans Road, Bridge of Weir, Renfrewshire, Scotland PA11 3HW.

■Wanted — Prism VTX5000 and user software. Will swop for microdrive with five cartridges and £20. Tel. (0202) 603704 evenings, or (0305) 775165 daytime.

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■Help wanted in *That's The Spirit.* How do I get the object out of the church? Please write soon as possible to Doug Bowman, Babingley Cross, Kings Lynn, Norfolk PE31 6AP.

■Will swop *Way Of The Exploding Fist* or *Chimera* and *Action Biker* for *Bruce Lee* or *Knightlore.* Tel. Neil on (0734) 695538 after 6pm.

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■Swop New Generation software, *Complete Machine Code Tutor* and *Practical Spectrum Machine Code Programming* (book) for either ZX printer or Currah MicroSpeech. Tel. Bolton 693413.

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■Wanted — *Your Spectrum* issue 6. Must be complete with map. Will pay £2 if in good condition. Nathan Lindop, 3 South View, Addington, Liskeard, Cornwall PL14 3EX.

■ Wanted. Pascal, 'C' compilers for Sinclair QL. Also other software, utilities etc. Reply with details, price etc. O Carey, 60 Low Coniscliffe, Darlington, Co Durham DL2 2NG.

■ Wanted. Alphacom 32, Interface 1 and microdrive. Make me an offer! Tel. (0443) 435842 and ask for Stuart.

■ Wanted! Multiface 1 — swop for Mirage microdriver, three microdrive cartridges and five games including *The Comet Game* and *Adrian Mole.* Write to Andrew Edney, 22 Blackstone House, Churchill Gardens, Pimlico, London SW1V 3DT.

■ Wanted — *Starquake* or *Emerald Isle* and *Spellbound.* Will swop for *Spy Vs. Spy.* Hurry because *Elite* is addictive. Tel. Barnsley 200177 any time after 2pm.

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■ Will swop any three from *Zoids, Bored Of The Rings, Shadow Of The Unicorn, Erik The Viking, Melbourne Draw* or *Black Crystal* for *Rebelstar Raiders.* Tel. (0656) 721656 and ask for Steve.

■ *Your Spectrum* issues 2 and 6. Must be in good condition. Reasonable price paid. Write to M Simpson, 21 Tottenham Crescent, Kingstanding, Birmingham B44 0TA.

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■ Wanted — either *Gunfright, Transformers, Movie* or *Three Weeks In Paradise* for GC *Strongman* and *Matchday.* Write to Nick Ralph, 33 Station Road, Dersingham, King's Lynn, Norfolk.

■ Has anyone got a *Sabrewulf* map I could have? If so, please send to Jeremy Thomas, Ashgrove, St Brides Major, Bridgend, Mid Glamorgan.

■ Wanted — 3½ inch disk suitable for Opus Discovery disk drive. Will swop for games. I have hundreds, including my latest titles. Write to Joe Otten, 30 Kirkmanshulme Lane, Manchester M12 4WA.

■ Wanted — working Speech synthesis or Dk'Tronics light pen. Will swop *Elite* and *Hypersports* for one and *Battle Of The Planets, Robin Of The Wood, Back To Skool* for t'other. Write to Martin Kelly, 35 Ashford Drive, Sacriston, Durham DH7 6BB.

■ Wanted — ideas for graphical arcade games. All ideas will be considered. Send your ideas to RLS, 39 Pond Close, Overton, Hants RG25 3LZ.

■ Wanted — Multiface 1 (48 version only) for software and/or cash. Many titles including *Elite, Spitfire 40, The Quill, Heavy On The Magick, Panzadrome* etc. Tel. (0304) 210370 and ask for Paul.

■ Wanted — Multiface 1 or Mirage Microdriver. Will swop for light pen, interface, instruction booklet (still boxed), and Stonechip programmable joystick interface, plus two original games. Tel. 091-251 1711 and ask for Steven.

MESSAGES, CLUBS & EVENTS

■ Help! I have been trying for years to get an advert in this magazine, so please print that I have loads of software to swop. Tel. Dan on Radlett 2673.

■ Keep taking the pills, Martin, and I wouldn't buy an Aquarius if I were you. Your Dad will get over it, it's just a passing phase. From your ex-friends.

■ Someone out there must have an old ZX81 they don't use any more. I will offer up to £20 with RAM pack. Write to Stephen Jones, 30 North Road, Bideford, Devon EX39 2NW.

■ Okay. Who's the funny guy eh? Who put my name in *YS* issue 7 for a penpal? If I find out who sent it I'll kill them. *(Tut tut, temper temper. Ed).* William Harbison, 42 Barbieston Road, Auchinleck, Ayrshire, Scotland KA18 2EW.

■ Hiya lads! Siz, Brownie, Gary, Johnny, Kayman, Luke, Frog, Kev, Dunc, Acky, Rik, Martin, Benny, Raygun, Jassy, Max, Ali, Steddi, Peter, Ingram, Cubey, Alan, Brucey, Minch, Tucker, Andy from Lid.

■ Is there a hacking away person out there who would teach me how to start hacking away? D Culley, 24 Gayland Avenue, Luton, Beds LU2 0RR.

■ Hello Sara! How's Norman? Which one!? Poor Robbo. Hello Ruth! Where's the hedgehog gone? UT and the subjunctives rule! Hi Yeelop! What's wrong with GC? Guess who! Pa-ul-si-mo.

■ I have just finished *Way Of The Tiger!* Want to finish it as well? If so send 20p and an sae to me. Full page details on each section. Write now to Jason Meachen, Abbey House, Abbey Street, Thorpe le Soken, Essex CO16 0JN.

■ Calling all Spectrum users. Join the Inter-Spec Gamers club. First person to write will get a free original game. Send an sae to Inter-Spec Gamers, 70 Southdown Crescent, South Harrow, Middlesex.

■ Sex! Now you're here, does anyone want to start a Speccy club in the Pontypridd area? All non-time wasters will get replies. Write to Greg Robinson, 1 Ruperra Court, Berw Road, Pontypridd, Mid Glamorgan CF37 2AQ. PS The hit squad are after you, Elite — beware!

■ Help needed! Yes, you! What is phone phreaking? If you know or are a fully qualified phone phreaker write to me now on a piece of paper. Adam Linnik, 15 Reid Close, Haughton Green, Denton, Manchester M34 1QH.

■ Hi Jim, Sean, Ashie. Good luck Wullie, Andy, Tam, Beefy on Geog. project. Congrats to Jim McBriar. Hello Anne! Anyone out there into Mötley Crüe *(Do us a favour. Ed).* Long live Queen. Hi Heedy. Gareth Burge, 8 Mill Way, Kirkintilloch, Glasgow G66 3JG.

■ 314 POKEs for 50p. Write to Grant Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL.

■ Adventure Exchange Service. Free membership. Exchange your completed adventures. Sae for details to AES, 78 Merton Road, Wigan, Lancs WN3 6AT.

■ Hi to Peasant, Dicko, Rod, Stiff, Kenny, Shrimp, Rafe and Doogy from their brilliant programming friend PC.

■ Wanted — fellow adventurers to help start a Spectrum Adventure Fanzine and club in the Tyneside area. If interested please write to Steven Gallon, Fellside Park, Whickham, Newcastle.

■ *GAC* and *Quill* users. Contact other writers. Share problems, ideas, opinions. Learn short cuts. Sell your adventures. Adventure contact magazine 50p monthly from P Winstanley, 13 Hollington Way, Wigan WN3 6LS.

■ Hello Streaky, thank you for looking after me. I'm so happy and in love with you. All my love and more. Bacon Rasher. *(Eggsactly. Ed)*

■ Kedor — why haven't I got a reply yet? Paul Clifford, 8 Egerton Gardens, Ealing, London W13. PS Start writing.

■ Tigger, my Speccy will never come between us. I love you. Hope the hand gets better. Love Bungle. *(Aaah, how sweet. Ed)*

■ Hi Iain! Does anybody (fingers crossed) play games on the Spectrum in Pakistan? Letters welcome from anyone, anywhere (this means you). Tel. 880359 if around Lahore. Samir Riaz Qazi, 65-T Gulberg 2, Lahore 11, Pakistan.

■ Do you own a Speccy 48K and hate Commodores? Then join us — the Anti-Commodore Sect! Just send a blank tape (and address!) to ACS, 8 Moor Road, Sutton, Norwich, Norfolk NR12 9QN.

PEN PALS

■Female Spectrum owner would like to hear from any male Speccy owners aged 14 to 16. Interests include computers and pop music. Scribble to Sharon, 42 Dorking Close, Grasby Road, Hull HU8 9DG.

■Wanted — any female penpal who is very interested in George Michael, aged 14+. Write to Ros Paris, 17 Motcombe Farm Road, Heald Green, Cheadle, Cheshire. All letters will be answered.

■Lonely 14-year old male seeks female penpal, same age, to swop games with. Photo needed. Write to Greg Woznica, 22 Haig Road, Chadwell St Mary, Grays, Essex RM16 4XL.

■ Male 16, seeks female 14+. Must live on the Wirral around Upton. Write to Alan Jones, 17 Denny Close, Upton, Wirral, Merseyside L49 0XG.

■ Hi folks! Stu 'ere. Remember me? Nah! Hi to Julie, Duff, Pilch, Joel, Hoppy, Jamie T and all other prats that know me (nice, ain't I?) Hows about a penpal then? Write to Stu Green, 10 Riverside Walk, Strensall, York.

■ If you're looking for a good time at night playing computer games, and you're female (no age limit), write to me now. Peter Whiteway, 12 Molesey Park Road, West Molesey, Surrey KT8 0LB.

■ 13-year old girl wants male penpal to help her with her 48K Speccy. Please include a photo. Deborah White, 76 Dunrobin Street, Longton, Stoke on Trent, Staffs ST3 4LL.

■ Two nutty females require two equally nutty males aged around 14 and 16. Must be extremely fit looking and preferably blond with brown eyes. Merrill Harrison and Gillian Kiernan, 86 Longton Lane, Rainhill, Merseyside L35 8PA.

■ Female penpal wanted. I am a 14-year old boy interested in football, athletics, cricket, weight training, DIY Speccy games (just started programming). I would like to swop ideas about playing and programming. Please help. KSS, 101 Putney Bridge Road, Putney, London SW15 2PA.

■ 15-year old male seeks male or female 14+ to swop hints, POKEs, games, music etc. Can live anywhere. All letters answered. Robert Sloan, 17 Kilgreel Road, Parkhall, Antrim, N Ireland BT41 1EQ.

■ Female penpal wanted to write to a hunky 18-year old male who likes arcade games, loud music and flying. Write to Lee Shanley, 27 Devonshire Way, Harrogate, N Yorks.

■ Attractive female wanted aged 17+ to swop games, POKEs and music. Write to Adrian Morris, 42 Collard Crescent, Barry, South Glamorgan CF6 7AN.

■ Hello! I'm 11 and would like a penpal to swop software, preferably outside Britain. Guaranteed reply. Write to Adam Paul, 85 James Street, Helensburgh, Dunbartonshire, Scotland G84 9LE.

■ Hi! I'm a 12-year old female and I want a penpal to teach me about the Speccy world. I have a Spectrum+. Sarah Davidson, 1 Douglas Crescent, Edinburgh EH12 5BB.

■ I'm a 14-year old machine-code programmer and hacker looking for a person of similar age who's good at machine code to exchange hints. I'm also good at games. Write to Nicholas Adams, 27 Thornbera Gardens, Bishops Stortford, Herts CM23 3NP.

■ 15-year old male would like to hear from 15+ females. Would like someone who wants to swop games and hints. Gregory Quinn, 71 Festival Road, Portadown, Co Armagh, N Ireland.

■ Penpal wanted. Female, aged 13+, to exchange hints, tips, maps and POKEs. Please write to Mark Barnwell, 13 Kimberley Foster Close, Crafthole, Torpoint, Cornwall PL11 3DD.

■ Male or female penpal, preferably foreign, wanted. I have tons of games, POKEs, maps etc. All letters answered. Write to Mark Dawson, 30 Kirby Cane Walk, Lowestoft, Suffolk NR32 3EL.

■ Bored 16-year old girl needs male penpal. Must like loud music and football. Blank cheques to Sara Butler, 39 Marne Avenue, Ashton under Lyne, Lancs OL6 9DW.

■ Adventurous females wanted. 18+. Interested in computers, good sense of humour. Mugshots a help. Write to Richard Dodds, 116a Frimley Road, Camberley, Surrey GU15 2QN.

■ I would like a penpal about 13 or 14. Male or female. I have 150 games such as *Green Beret, V, Sweevo's World, Swords And Sorcery.* Please send a list. All letters answered. Ray Delaney, 4 College Park, Corbally, Limerick, Ireland.

■ 14-year old male Speccy user wishes to meet female 12-15 interested in Speccies and RPG's. I'm bored with school and need help quick. Write to Corin, Redwings, Causeway Road, Cinderford, Gloucester GL14 2BY.

■ Penpal wanted. I am 18 years old and want someone to swop software and tips with. Male or female. Write to David Greenwood, 96 Green Lane, Vicars Cross, Chester CH3 5LE.

■ Male penpal wanted, age 13, to swop software, tips and POKEs. I've got *Robin Of The Wood, Commando, West Bank, Transformers* and *Winter Games.* Please write to Lee Tredwell, 161 Dovedale Road, Wolverhampton WV4 6RE.

■ Penpal wanted to swop games. Aged 15 and over, must have lots of games. Foreign penpals particularly welcome. Send list to Alan Hopley, 124 New Road, Durrington, Worthing, W Sussex BN13 3HS.

■ Not seeking attractive member of the opposite sex, don't want photo and don't like FGTH. I just want to swop any games as I'm trying to increase my 1000 list. John Kerr, 50 Martyn Street, Airdrie, Scotland ML6 9AU.

■ A 17-year old beginner to *The Quill* would like a penpal 17+ to swop ideas and tips on the *Quill/Illustrator* and *Patch.* Please write to Ian Carter, 12 Cutsyke Crest, Cutsyke, Castleford, W Yorks WF10 5HU.

■ 15-year old male would like to hear from a good looking female of about the same age. Interested in computers and pop music. Write to Nick Rattigan, 8 Carrfield Avenue, Little Hulton, Worsley M28 6DP.

■ 21-year old disabled guy (but in full working order) wishes to meet female Speccy user about the same age to discuss computers, games etc. Write to Mark, 19 Shalford Road, Billericay, Essex CM11 2EG.

■ Hi! I'm 14½ and looking for a mature 14+ female to set up friendly relationship. No need for a computer, just a pretty female who likes a bit of fun. Paul Doman, 10 Wallenge Drive, Paulton, Bristol, Avon BS18 5PX.

BACK LASH



You can relax now. Close your eyes. Stretch out. And stop pretending that you're still awake at the console.

Home galaxy, scot free. Flick the ship onto auto, check the course and switch off the monitors. Stagger slowly through the soft blue-lit corridors and tumble into the bunk you've not slept in for days.

Listen to the silence, hear yourself breathing. Mouth the words slowly and carefully,

"T-w-e-n-t-y-s-i-x b-i-l-l-i-o-n c-r-e-d-i-t-s".

Moisten your parched lips,

"T-w-e-n-t-y-s-i-x b-i-l-l-i-o-n c-r-e-d-i-t-s". No-one knows who did it. No-one can trace it. In and out, no problem. It's yours to keep.

Hell, you've earned it. Close your eyes and sleep...

Space is silent. Dark. Motionless. Yet sometimes you wake for no reason at all. Focus your eyes and sit up. There's an N-Forcer in your doorway, light pistol drawn and pointing at your head.

The ship is crawling with them, locked by tractor beam to a battered police cruiser. Getting raided is an awful experience. They break the door locks, scatter your possessions and tip your cargo hold upside-down. Same old routine, same old damage. The N-Forcers know no law.

You lean against the bridge wall, sipping a coffee to wake you up. The spotters are going through your tapes on the console. They'll probably wipe them as well. Just for a joke. 26 billion. They won't find it. They can't.

Then a change from normal. Hushed voices and cross-checking on the communicators. They can't find the POKEs....

The Sergeant draws his blaster; 440 lasbolt, it'll shoot a hole through a two-foot titanium wall. He points it in your face, two inches away, and switches it on. As the glowing barrel warms up, he flicks the safety catch to off.

You can't see his face through the blast visor. But you can hear him breathing; he breathes slowly, calmly and deliberately.

He gets a message via his helmet mike. You're dripping with sweat. There's a las-blade in your left boot they didn't find in the search. But you can't reach it now. He rests the barrel between your eyes.

You can almost see him smile. It seems an age, nothing happens. Then he says three words, at once a charge, a judgement and a sentence. Of death. *"You've been hacking."*

He pulls the trigger...

There are two ways of reaching the Elite. Some do it through hard graft, by hook and by crook. But who knows how many step beyond the threshold, outside Firebird's reality and hack their way to the top, only to get caught? Dead hackers, they say, tell no tales.

Some software houses think hacking is a crime of the highest order. By prising a program open, their theory is that, *obviously*, you're a software pirate and will force them all into bankruptcy.

But there's no known connection between piracy and hacking. Any fool can see that the hassle of hacking a program in order to copy it is a waste of time. And most pirates are too flippin' stupid by definition to be able to crack a program in the first place.

That's not the menace. And neither is the harmless breaking of their copyright (which, incidentally, you're doing) for the sake of adding a few POKEs.

You won't get a summary execution if you're caught hacking just yet. But it's still wise to make sure no-one knows you do it. Wait till nightfall, draw the curtains and wedge a chair against your bedroom door.

If your friends find out, you're ruined. You've achieved nothing; no score you ever make will be taken seriously. You'll be branded a cheat, a liar and a coward. There's no glory in hacking.

If your friends find out, you're ruined.

The menace is that the only person you're cheating is yourself. You're saying "I'm not good enough to play Speccy games, I can't win, I'm a failure". Hardly the most healthy state of mind to be in.

Hacking is cheating like never before. A game is a challenge, a small fictional world for you to show what a human being you are. And the hacker's response? To step outside that 48K universe and manipulate it. To toy with reality. To play God.

And once you've bamboozled your way to the top of the high-score chart, where's the satisfaction? Any fool could have done it, just the way you did. And probably will.

So why do people get hooked on hacking? Some say they do it because they see their friends doing it, because they want to be part of the in-crowd. But the crowd to be with is the one that plays games honestly and fairly and still manages to beat whatever their Speccy can throw at them.

Others just think they'll try it once, for kicks. But hacking is instantly habit-forming. Once you've strolled through one game with infinite lives, you'll never want to enter a screen again where there's the possibility of dying. Hackers are bad losers — you'll never play properly again.

Worst of all are those that hack out of boredom and frustration. Tired of never making it past the first thirty minutes of a game. Sick of a sixth screen they can't find a way past. Ill at the thought of a map that still fits on the back of an envelope.

The temptation of a few POKEs is overwhelming on games where you just can't get anywhere. In those vital first hours of a new game, you can easily slip over the threshold and before you know it — you're a hacker.

It's here that the software houses can help. By making their games easier to get into. By offering better rewards in the early stages. By making loading up a new game and learning to play it into a thrilling experience and not a horrific chore.

Elite, hacked to pieces in this very issue, has the best anti-hacking protection available. No, not the damn awful Lenslok but the fact that it's playable and enjoyable right from the word go.

It's a complex game that takes weeks to master. But learning to dock, shooting a few things, making your first inter-planetary hop and just watching the scenery are enough to get you started. When you're ready, you can start playing for real.

Dead hackers tell no tales.

Elite is a complete little universe — there's loads to do and the simple things are easy enough to let anyone get started on the road to stardom. It's only the sick minority, the hackers, that would ever dream of hacking it.

For your part, you've got to stick to the straight and narrow. And that means making sure you buy the good games, and persevering with them when you do. That's the tough way, that's how you prove how good you are.

And the software houses should work a bit harder on their gameplay. Some games, you get the feeling, have just been programmed in bits and never actually been played all the way through. Some get put out in an unplayable state because no-one left the time to fix any playing problems that came up on test.

Some are unplayable because the people that wrote them are the only people who have ever tried them. And they, of course, know how to win in the first place.

They're nightmares. They're no fun at all. They might as well be impossible, if indeed, they aren't already.Even so, don't fall for it. Remember... Hacking screws you up.

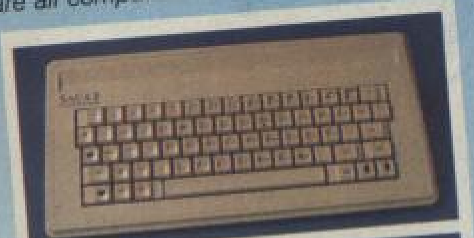
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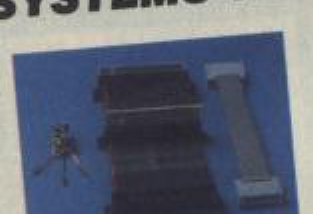


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